

vBulletin Manual

This manual is based off vBulletin version 3.8.11

- [vBulletin](#)
- [Installing vBulletin](#)
 - [Downloading the vBulletin Package](#)
 - [Preparing the vBulletin Files for Upload](#)
 - [Creating your Database](#)
 - [Editing the vBulletin Configuration Files](#)
 - [config.php](#)
 - [MySQL](#)
 - [Uploading vBulletin Scripts to Your Web Server](#)
 - [Running the vBulletin Install Script](#)
- [Upgrading vBulletin](#)
 - [Preparing the vBulletin Files for Upload](#)
 - [Updating the vBulletin Scripts on Your Web Server](#)
 - [Running the vBulletin Upgrade Script](#)
 - [Checking for Updated Templates](#)
 - [Checking for Updated Phrases](#)
 - [How to Patch Your Site](#)
- [The Admin Control Panel](#)
 - [Logging-in to the Control Panel](#)
 - [Getting Around the Admin Control Panel](#)
- [vBulletin Options](#)
 - [vBulletin Options](#)
 - [Turn Your vBulletin On and Off](#)
 - [Site Name / URL / Contact Details](#)
 - [General Settings](#)
 - [Image Settings](#)
 - [Human Verification Options](#)
 - [Date and Time Options](#)
 - [Cookies and HTTP Header Options](#)
 - [Server Settings and Optimization Options](#)
 - [Style & Language Settings](#)
 - [Email Options](#)
 - [Sending Email via SMTP](#)
 - [Censorship Options](#)
 - [User Registration Options](#)
 - [User Infrctions & Post Reporting Options](#)
 - [User Profile Options](#)
 - [User Profile: Album Options](#)
 - [User Profile: Style Customization Options](#)
 - [User Profile: Visitor Messaging Options](#)
 - [Social Group Options](#)
 - [User Picture Options](#)
 - [User Reputation](#)
 - [User Notes Options](#)
 - [User Listing Options](#)
 - [User Banning Options](#)
 - [BB Code Settings](#)
 - [Message Posting and Editing Options](#)
 - [Message Posting Interface Options](#)
 - [Message Attachment Options](#)
 - [Poll and Thread Rating Options](#)
 - [Message Searching Options](#)
 - [Message Searching Options \(vBulletin Internal Search\)](#)
 - [Message Searching Relevance Options \(vBulletin Internal Search\)](#)
 - [Tagging Options](#)
 - [Forums Home Page Options](#)
 - [Forum Listings Display Options](#)
 - [Forum Display Options \(forumdisplay\)](#)
 - [Thread Display Options \(showthread\)](#)
 - [Threaded / Hybrid Mode Options \(showthread\)](#)
 - [Private Messaging Options](#)
 - [Who's Online Options](#)
 - [Identifying Spiders on Who's Online](#)
 - [Search Engine Friendly Archive](#)
 - [Admin Control Panel Options](#)
 - [External Data Provider](#)
 - [Implementing the External Data Provider](#)
 - [Error Handling & Logging](#)
 - [Paid Subscriptions](#)
 - [Plugin/Hook System](#)
 - [Spam Management](#)
 - [Download / Upload Options](#)
 - [Backup / Restore Options](#)
 - [Search Type](#)
 - [Human Verification](#)
 - [An Introduction to Human Verification](#)
 - [Image Verification](#)
 - [Question & Answer Verification](#)
 - [New Questions](#)
 - [Modifying Questions](#)
 - [Modifying Answers](#)
 - [reCAPTCHA Verification](#)
 - [Social Bookmarking](#)
 - [The Social Bookmarking Manager](#)
 - [Adding or Editing a Social Bookmarking Site](#)
 - [Google AdSense Integration](#)
 - [Styles & Templates](#)
 - [vBulletin Style Reference](#)
 - [Templates](#)
 - [How do Templates Work?](#)
 - [Template Conditionals](#)
 - [Using PHP Functions in Template Conditionals](#)
 - [Collapsing Elements](#)
 - [Collapsing <table> Rows](#)
 - [vBMenu Popup Menus](#)
 - [vBMenu Popup Content](#)
 - [Multiple Popup Controls, Single vBMenu Popup](#)
 - [The \\$show\['popups'\] Conditional](#)
 - [Example vBMenu HTML Code](#)
 - [Disabling the vBMenu System](#)
 - [The Legacy Postbit Template](#)
 - [Including External Files](#)
 - [CSS](#)
 - [Body](#)
 - [Page Background](#)
 - [<td>, <th>, <p>,](#)
 - [Table Border](#)
 - [Category Strips](#)
 - [Table Header](#)
 - [Table Footer](#)
 - [First / Second Alternating Color](#)
 - [Active First / Second Alternating Color](#)
 - [WYSIWYG Editor](#)
 - [Input Fields](#)
 - [Buttons](#)
 - [<select> Menus](#)
 - [Small Font](#)

- [Time Color](#)
- [NavBar Text](#)
- [Highlighted Font](#)
- [Panel Surround](#)
- [Panel \(Forms\)](#)
- [<legend>](#)
- [Popup Menu Controls](#)
- [Popup Menu Body](#)
- [Popup Menu Option Row](#)
- [Popup Menu Highlighted Option](#)
- [Forum Jump Menu Classes](#)
- [Additional CSS Definitions](#)
 - [Why are there two Additional CSS Definitions boxes?](#)
- [Style Variables](#)
 - [HTML Doctype](#)
 - [Main Table Width](#)
 - [Spacer Size](#)
 - [Inner Border Width](#)
 - [Table Cell Padding](#)
 - [Form Element Spacer Size](#)
 - [Form Width](#)
 - [User CP Form Width](#)
 - [Message Area Width](#)
 - [User CP Message Width](#)
 - [Code Block Width](#)
 - [Title Image](#)
 - [Image Directory Paths](#)
- [Replacement Variables](#)
 - [Preventing Visitors from Activating Replacement Variables](#)
 - [Where are the Replacement Vars from vB2?](#)
- [Style Inheritance](#)
 - [Inheritance Example](#)
 - [Inheritance Mechanics](#)
- [Color Map Reference](#)
 - [Forum Home Template](#)
 - [NavBar Template](#)
 - [New Thread Template](#)
 - [Thread Template](#)
 - [User Control Panel Template](#)
 - [What's Going On Template](#)
 - [Forum Display Template](#)
- [The Style Manager](#)
 - [Creating New Styles](#)
 - [Creating Child Styles](#)
 - [Editing Style Settings](#)
 - [Deleting a Style](#)
 - [Editing Fonts, Colors etc.](#)
 - [The Common Templates Editor](#)
 - [The StyleVars Editor](#)
 - [The CSS Editor](#)
 - [Fields in the CSS Editor](#)
 - [Background and Font Color](#)
 - [Font Style, Size and Family](#)
 - [Links CSS](#)
 - [Extra CSS Attributes](#)
 - [Forum Jump CSS](#)
 - [Additional CSS Definitions](#)
 - [The Color Picker](#)
 - [Store CSS as Files](#)
 - [The Replacement Variable Editor](#)
 - [The Toolbar Options Editor](#)
 - [Editing the Templates](#)
 - [Adding or Editing a Single Template](#)
 - [Comparing Templates](#)
- [Search in Templates](#)
 - [Search Templates](#)
 - [Find and Replace in Templates](#)
- [Replacement Variable Manager](#)
 - [Add New Replacement Variable](#)
 - [Customizing a Replacement Variable](#)
- [Download / Upload Styles](#)
 - [Downloading a Style](#)
 - [Uploading a Style](#)
- [Find Updated Templates](#)
- [Languages and Phrases](#)
 - [An Introduction to Languages and Phrases](#)
 - [Languages vs. Phrases](#)
 - [The 'Master Language' and 'Custom Master Language'](#)
 - [Phrase Syntax](#)
 - [Using Phrases in Templates](#)
 - [Managing Languages](#)
 - [Adding or Editing a Language](#)
 - [Translating a Language](#)
 - [Language Quick Reference](#)
 - [Rebuilding All Languages](#)
 - [Managing Phrases](#)
 - [Adding or Editing a Phrase](#)
 - [Orphan Phrases](#)
 - [Search in Phrases](#)
 - [Downloading and Uploading Languages](#)
 - [Data Format](#)
 - [Find Updated Phrases](#)
- [Frequently Asked Questions](#)
 - [Introduction to Frequently Asked Questions \(FAQ\)](#)
 - [FAQ Manager](#)
 - [Adding or Editing a FAQ Item](#)
- [Notices](#)
 - [The Notices Manager](#)
 - [Adding and Editing Notices](#)
- [Announcements](#)
 - [Announcement Manager](#)
 - [Adding or Editing an Announcement](#)
- [Forums & Moderators](#)
 - [An Introduction to Forums](#)
 - [Forum Manager](#)
 - [Adding or Editing a Moderator](#)
 - [Adding or Editing a Forum](#)
 - [Forum Permissions](#)
 - [Show All Moderators](#)
 - [View Permissions](#)
 - [Podcast Settings](#)
 - [Thread Prefixes](#)
- [Calendars](#)
 - [An Introduction to Calendars](#)
 - [Managing Calendars](#)
 - [Creating a New Calendar](#)
 - [Custom Fields](#)
 - [Modifying Existing Calendars](#)
 - [Calendar Moderators](#)
 - [Adding a New Moderator](#)
 - [Modifying Calendar Moderators](#)
 - [Calendar Permissions](#)

- [Usergroup Level Calendar Permissions](#)
- [Calendar Level Permissions](#)
- [Holiday Manager](#)
 - [Adding a New Holiday](#)
 - [Modifying Existing Holidays](#)
- [Practical Examples of Calendar Permissions](#)
 - [A Birthdays Only Calendar](#)
 - [A Private Events Calendar](#)
- [Threads & Posts](#)
 - [Mass Prune Threads](#)
 - [Mass Move Threads](#)
 - [Unsubscribe Threads](#)
 - [Strip Poll from Thread](#)
 - [Who Voted in Poll](#)
 - [Tags](#)
 - [Front-End Inline Moderation Tools](#)
 - [Inline Thread Moderation](#)
 - [Inline Post Moderation](#)
 - [Prune Post Edit History](#)
- [Thread Prefixes](#)
 - [The Thread Prefix Manager](#)
 - [Adding or Editing a Prefix Set](#)
 - [Adding or Editing a Prefix](#)
- [Moderation](#)
 - [Moderate Threads / Posts](#)
 - [Moderate Attachments](#)
 - [Moderate Events](#)
 - [Moderate Visitor Messages](#)
- [Attachments](#)
 - [An Introduction to Attachments](#)
 - [General Attachment Settings](#)
 - [Message Attachment Options](#)
 - [Attachment Manager](#)
 - [Managing Extensions](#)
 - [Attachment Permissions](#)
 - [Managing Attachment Permissions](#)
 - [Attachment Storage Type](#)
 - [Moving Attachments to the Filesystem](#)
 - [Moving Attachments to the Database](#)
- [Users](#)
 - [Adding or Editing a User](#)
 - [Quick User Links](#)
 - [Editing Access Masks](#)
 - [User Change History](#)
 - [Search for Users](#)
 - [Quick Search](#)
 - [Advanced Search](#)
 - [Search Results](#)
 - [Merge Users](#)
 - [Ban User](#)
 - [View Banned Users](#)
 - [Prune / Move Users](#)
 - [Private Message Statistics](#)
 - [Referrals](#)
 - [Search IP Addresses](#)
 - [Send Email to Users](#)
 - [Generate Mailing List](#)
 - [Access Masks](#)
 - [Additional Functions](#)
- [Usergroups and Permissions](#)
 - [An Introduction to Usergroups and Permissions](#)
 - [Basic Concept: Inheritance](#)
 - [Basic Concept: Membership to Multiple Groups](#)
 - [Access Masks: The Overriding Permission and Another Method for Creating Exceptions](#)
 - [How Permissions are Applied \(in a Nutshell\)](#)
 - [Managing Usergroups](#)
 - [Adding or Editing a Usergroup](#)
 - [Join Requests](#)
 - [Usergroup Promotions](#)
 - [Adding or Editing a Promotion](#)
 - [Managing Forum Permissions](#)
 - [Additional Forum Permission Tools](#)
 - [Permission Duplication Tools](#)
 - [Permissions Quick Editor](#)
 - [Quick Forum Permission Setup](#)
 - [Practical Examples of Permission Schemes](#)
 - [An Announcement Forum](#)
 - [A Private Forum](#)
 - [Registration-Required Board](#)
- [User Titles](#)
 - [An Introduction to User Titles](#)
 - [User Title Manager](#)
 - [Adding or Editing a User Title](#)
- [User Infractions](#)
 - [An Introduction to User Infractions](#)
 - [Modifying User Infraction Levels](#)
 - [Modifying User Infraction Groups](#)
 - [Modifying Automatic Bans](#)
 - [Viewing User Infractions](#)
 - [Issuing User Infractions](#)
- [User Ranks](#)
 - [An Introduction to User Ranks](#)
 - [Modifying User Ranks](#)
 - [User Ranks Example 1](#)
- [User Reputation](#)
 - [An Introduction to User Reputation](#)
 - [Modifying User Reputation Levels](#)
 - [Viewing Reputation Comments](#)
- [User Albums](#)
 - [Album Picture Storage Type](#)
 - [When Pictures are in the Database](#)
 - [When Pictures are in the File System](#)
 - [Rebuild Thumbnails](#)
- [Custom Profile Fields](#)
 - [An Introduction to Custom Profile Fields](#)
 - [Adding a New Custom Profile Field](#)
 - [Single-Line Text Box](#)
 - [Multiple-Line Text Box](#)
 - [Single-Selection Radio Buttons](#)
 - [Single-Selection Menu](#)
 - [Multiple-Selection Menu](#)
 - [Multiple-Selection Checkbox](#)
 - [Modifying Existing Custom Profile Fields](#)
- [Paid Subscriptions](#)
 - [An Introduction to Subscriptions](#)
 - [Payment API Manager](#)
 - [PayPal](#)
 - [NOCHEX](#)
 - [Worldpay](#)
 - [Authorize.Net](#)
 - [2Checkout](#)
 - [CCBill](#)

- [Moneybookers](#)
- [Adding or Editing a Paid Subscription](#)
- [Practical Example of a Paid Subscription](#)
- [Subscription Manager](#)
 - [Manually Adding A Subscribed User](#)
- [Transaction Log](#)
- [Transaction Stats](#)
- [Subscription Permissions](#)
- [Avatars](#)
 - [An Introduction to Avatars](#)
 - [Implementing Avatars on vBulletin](#)
 - [Adding Avatars](#)
 - [Adding a Single Avatar](#)
 - [Adding Multiple Avatars](#)
 - [Avatar Management](#)
 - [Avatar Mass Move](#)
 - [Avatar Category View](#)
 - [Avatar Category Edit](#)
 - [Avatar Category Delete](#)
 - [Avatar Category Permissions](#)
 - [Uploading Avatars](#)
 - [User Picture Storage Type](#)
 - [Move User Pictures from Database to File System](#)
 - [Move User Pictures in a file system to the database](#)
 - [Move Avatars to a Different Directory](#)
 - [Move Profile Pictures to a Different Directory](#)
- [Post Icons](#)
 - [Introduction to Post Icons](#)
 - [Implementing Post Icons on vBulletin](#)
 - [Adding Post Icons](#)
 - [Adding a Single Post Icon](#)
 - [Adding Multiple Post Icons](#)
 - [Post Icon Management](#)
 - [Post Icon Mass Move](#)
 - [Post Icon Category View](#)
 - [Post Icon Category Edit](#)
 - [Post Icon Category Delete](#)
 - [Post Icon Category Permissions](#)
 - [Uploading Post Icons](#)
- [Smilies](#)
 - [Smiley Manager](#)
 - [Add New Smile](#)
 - [Smiley Display Order](#)
 - [Upload Smiley](#)
- [Custom BB Codes](#)
 - [An Introduction to BB Codes](#)
 - [BB Code Manager](#)
 - [Adding or Editing a BB Code](#)
- [RSS Feed Posting Robot](#)
 - [Managing RSS Feeds](#)
 - [Editing RSS Feeds](#)
 - [Posting RSS Items as Threads](#)
 - [Posting RSS Items as Announcements](#)
 - [Saving and Previewing RSS Feeds](#)
- [Scheduled Tasks](#)
 - [Introduction to Scheduled Tasks](#)
 - [Managing Scheduled Tasks](#)
 - [Adding or Editing a Scheduled Task](#)
 - [Scheduled Task Log](#)
- [Plugin System](#)
 - [The Product Manager](#)
 - [Importing / Installing a Product](#)
 - [Temporarily Deactivating a Product](#)
 - [Removing / Uninstalling a Product](#)
 - [The Plugin Manager](#)
 - [Adding or Editing a Plugin](#)
 - [Plugin Summary View](#)
 - [Help! I've broken my board!](#)
 - [Creating a Product](#)
 - [Adding a Product](#)
 - [Writing Plugin Code](#)
 - [Optimizing Plugin Memory Usage](#)
 - [Product Dependencies](#)
 - [Installation & Uninstallation Code](#)
 - [XML-based Control Panel Navigation](#)
 - [XML-based Bifield Definitions](#)
 - [Exporting a Product](#)
- [Statistics & Logs](#)
 - [Statistics](#)
 - [Control Panel Log](#)
 - [Moderator Log](#)
 - [Scheduled Task Log](#)
- [Maintenance](#)
 - [Database Backup](#)
 - [CSV Backup of a Table](#)
 - [Repair / Optimize Tables](#)
 - [Update Counters](#)
 - [Diagnostics](#)
 - [Execute SQL Query](#)
 - [View PHP Info](#)
- [Podcasting](#)
- [Troubleshooting and Common Solutions](#)
 - [Upgrade Issues](#)
 - [Email Issues](#)
 - [Image Manipulation Issues](#)
 - [Blank or 'White' Pages](#)
 - [MySQL Issues](#)
 - [Common MySQL Error Messages](#)
 - [Link ID == False](#)
 - [Failure to Connect](#)
 - [Duplicate entry 'XXX'](#)
 - [Lost connection to MySQL server during query](#)
 - [Can't connect to local MySQL server through socket](#)
 - [Branding Free Instructions](#)
 - [Restoring the Required Copyright Notice](#)
- [Appendix: Terminology](#)
 - [vBulletin-Related Terms](#)
 - [Access Mask](#)
 - [Admin Control Panel](#)
 - [Administrator](#)
 - [Avatar](#)
 - [BB Code](#)
 - [Buddy List](#)
 - [Bulletin Board](#)
 - [Category](#)
 - [Conditionals](#)
 - [Customer Number](#)
 - [Customer Password](#)
 - [Data APIs](#)
 - [Forum](#)
 - [Guest](#)
 - [Hook](#)

- [Ignore List](#)
- [Inline Moderation](#)
- [Member](#)
- [Members' Area](#)
- [Moderator](#)
- [Moderator Control Panel](#)
- [Plugin](#)
- [Post](#)
- [Post Icon](#)
- [Product](#)
- [Prune](#)
- [Replacement Variable](#)
- [Smilies](#)
- [Sticky Thread](#)
- [StyleVar](#)
- [Super Administrator](#)
- [Super Moderator](#)
- [Thread](#)
- [User](#)
- [User Control Panel](#)
- [Usergroup](#)
- [General Internet-Related Terms](#)
 - [AJAX](#)
 - [Cookie](#)
 - [CSS](#)
 - [Domain](#)
 - [FTP](#)
 - [HTML](#)
 - [HTTP](#)
 - [IP Address](#)
 - [Javascript](#)
 - [Search bot](#)
 - [Server](#)
 - [Spider](#)
 - [SSH](#)
 - [Telnet](#)
 - [URL](#)
 - [XHTML](#)
 - [XSS](#)
 - [XML](#)
- [Miscellaneous Terms](#)
 - [AIM](#)
 - [ASCII](#)
 - [CGIShebang](#)
 - [COPPA](#)
 - [DST](#)
 - [FAQ](#)
 - [Firewall](#)
 - [ICO](#)
 - [Import](#)
 - [Localhost](#)
 - [MSN](#)
 - [MySQL](#)
 - [PHP](#)
 - [phpMyAdmin](#)
 - [RSS Enclosure](#)
 - [Thumbnail](#)
 - [WYSIWYG](#)
 - [Yahoo](#)
- [Appendix: Feature List](#)
 - [General Features](#)
 - [General Forum Features](#)
 - [Calendar Features](#)
 - [User Control Panel Features](#)
 - [Admin Control Panel Features](#)
- [Appendix: Technical Documents](#)
 - [Securing Your vBulletin Installation](#)
 - [Securing Your Server](#)
 - [Accessing Your Server and Files](#)
 - [Restricting Access to Your Files](#)
 - [Securing your Config.php File](#)
 - [Moving Servers](#)
 - [1\) Backing Up and Moving the Files](#)
 - [2\) Backing-Up the Current Database](#)
 - [3\) Transferring to the New Server](#)
 - [4\) Restoring the Database on the New Server](#)
 - [5\) Bringing it Back Online](#)
 - [Installing PHP and Apache](#)
 - [1\) Downloading PHP and Apache](#)
 - [2\) Preparing to Install Apache](#)
 - [3\) Compiling and Installing PHP](#)
 - [4\) Compiling and Installing Apache](#)
 - [5\) Completing the Installation](#)
 - [Installing PHP under IIS using FastCGI](#)
 - [Installing MySQL](#)
 - [1\) Compiling and Installing MySQL](#)
 - [2\) Setting Up a New User for MySQL](#)
 - [3\) Starting the MySQL Server](#)
 - [4\) Making MySQL Start Up with Your Server](#)
 - [Creating a New MySQL Database for vBulletin to Use](#)
 - [Setting-up a MySQL Database on the Command Line](#)
 - [Setting-up a MySQL Database in cPanel](#)
 - [Setting-up a MySQL Database in Plesk](#)
 - [Setting-up a MySQL Database in Fosim](#)
 - [Backing-up your MySQL Database Manually](#)
 - [Backing Up The Database via SSH/Telnet](#)
 - [Backing Up The Database via phpMyAdmin](#)
 - [Restoring your MySQL Database Manually](#)
 - [Restoring The Database via SSH/Telnet](#)
 - [Restoring The Database via phpMyAdmin](#)
 - [The vBulletin Datastore](#)
- [Appendix: Developer Tools](#)
 - [Graphics Developer Kits](#)
 - [vBulletin 3 Graphics Kit](#)
 - [Table of Sizes and Matte Classes](#)
 - [vBulletin 2 Graphics Kit](#)
 - [vBulletin Code Standards](#)
 - [Braces](#)
 - [Indenting](#)
 - [Loops and Branches](#)
 - [Use of Spaces](#)
 - [Quoting Strings](#)
 - [Quoting Array Keys](#)
 - [\\$_GET / \\$_POST / \\$_REQUEST](#)
 - [Boolean Function Return Values](#)
 - [AND/and/&& OR/or/|| etc](#)
 - [Commenting Code](#)
 - [Variable Comparison etc.](#)
 - [SQL Query Syntax](#)
 - [Do Branch Naming](#)
 - [Function Naming](#)
 - [Data Managers](#)

- [Programming with a Data Manager](#)
- [Data Manager Example](#)
- [Advanced Data Manager Techniques](#)

- [Appendix: ImpEx Import System](#)

- [Planning the import](#)
 - [Before the import](#)
 - [Setting up](#)
 - [Attachments](#)
- [Installing ImpEx](#)
 - [Downloading the ImpEx Package](#)
 - [Preparing the ImpEx files for upload](#)
 - [Editing the ImpEx Configuration File](#)
 - [ImpExConfig.php](#)
 - [Uploading ImpEx Scripts to Your Web Server](#)
- [How to Use ImpEx](#)
 - [Introduction to the ImpEx core System](#)
 - [Importing a board](#)
 - [Re-running modules](#)
 - [Final Import Steps](#)
 - [Password](#)
 - [Now what?](#)
 - [Cleaner.php](#)
 - [Help.php](#)
- [Medium / Large imports](#)
- [Quick Guide](#)
- [Multiple imports.](#)
- [Terminology](#)
- [ImpEx systems](#)
 - [Tier systems list](#)
 - [EVE & Groupee](#)
 - [IPB 1.3](#)
 - [IPB 2](#)
 - [phpBB 1](#)
 - [phpBB2](#)
 - [phpBB 3](#)
 - [SMF](#)
 - [Snitz](#)
 - [ubb_threads 6.5](#)
 - [ubb_threads 7](#)
 - [vBulletin 2.3.11](#)
 - [vBulletin 3.0.17](#)
 - [vBulletin 3.6.4](#)
 - [WoltLab Burning Board 2.3.3](#)
 - [Ikonboard \(MySQL\) 3.x](#)
 - [List of all systems modules](#)

- [ImpEx FAQ](#)

- [Appendix: vBulletin 2 Manual](#)

- [Installing vBulletin](#)
 - [Downloading the vBulletin Package](#)
 - [Preparing the vBulletin Files for Upload](#)
 - [Editing the vBulletin Configuration File](#)
 - [config.php](#)
 - [Uploading vBulletin Scripts to Your Web Server](#)
 - [Running the vBulletin Install Script](#)
- [Introduction](#)
- [The Control Panel](#)
- [Control Panel Options](#)
- [Forum Announcements](#)
- [Forums and Moderators](#)
 - [Adding Forums](#)
 - [Modifying Forums](#)
- [An Introduction to Threads](#)
 - [Pruning Threads](#)
 - [Moving Threads](#)
- [An introduction to User Management](#)
 - [Adding Users](#)
 - [Finding Users](#)
 - [Find Users by IP Address](#)
 - [User Referrals](#)
 - [Emailing Users](#)
 - [Generate Mailing List](#)
- [An Introductions to User Titles](#)
 - [Adding User Titles](#)
 - [Modifying / Removing User Titles](#)
- [User Profile Fields](#)
 - [Adding User Profile Fields](#)
 - [Modifying / Removing User Profile Fields](#)
- [User Groups and Permissions](#)
 - [Modifying User Groups](#)
 - [Modifying Forum Permissions](#)
 - [Adding User Groups](#)
- [Avatars](#)
 - [Adding Avatars](#)
 - [Uploading Avatars](#)
 - [Adding an Avatar](#)
 - [Modifying / Removing Avatars](#)
- [Styles & Templates](#)
 - [Adding a Style Set](#)
- [Icons](#)
- [Smiles](#)
- [Custom BB Codes](#)
 - [Single-Parameter BB Codes](#)
 - [Modifying BB Codes](#)
 - [Testing BB Codes](#)
- [Importing data into vBulletin 2](#)
 - [The Import Process](#)
- [Updating Counters](#)
- [Stats](#)

- [Appendix 7: vBulletin Project Tools](#)

- [Overview](#)
 - [Terminology](#)
 - [Control Panel Overview](#)
- [Installation / Upgrading](#)
- [Project Manager](#)
 - [Add/Edit Project](#)
 - [Project Categories](#)
 - [Project Versions](#)
- [Project Permissions](#)
 - [Permissions Viewer](#)
 - [Permission Editing](#)
- [Issue Type Manager](#)
 - [Add/Edit Issue Type](#)
 - [Add/Edit Issue Status](#)
- [Tag Manager](#)
- [Update Counters](#)
- [Edit Issue](#)
- [Attachment Storage Type](#)

- [Appendix 8: vBulletin Blog](#)

- [Overview](#)
 - [Terminology](#)
 - [Control Panel Overview](#)
- [Installation / Upgrading](#)

- [Blog Moderators](#)
- [Permissions](#)
- [Update Counters](#)
- [Attachment Storage Type](#)

vBulletin

[Back to Top](#)



vBulletin® 3.8 Manual

Installing vBulletin

[Back to Top](#)

The first step towards running vBulletin after you have purchased a license is to download the latest vBulletin package, upload it to your web server and run the installer script.

The following documents will take you through this process step-by-step.

Note:

Before installing vBulletin you will need to ensure that your webhost or webserver meet the [minimum system requirements](#) for the software.

Downloading the vBulletin Package

[Back to Top](#)

The first thing you will need to do when installing vBulletin is to download the latest version from the Members' Area.

You will need to log-in to the Members' Area using the Customer Number and Customer Password that was emailed to you when you purchased your license.



Once logged in, you will see a list of **Current Licenses**. For each active license that you own, there will be a **Download vBulletin** link that you can click.

Click the link for the license you want to use and you will be taken to the download page, where you will be given options for how to download the latest vBulletin package.

By default compression is performed on the JavaScript files included within the clientscript directory in order to reduce the size of the files. [YUI Compressor](#) is used to do this but you can choose uncompressed JavaScript files using the option described below.

You can choose from the following options:

- **PHP File Extension**

As a general rule, web servers will use *.php* as the extension for PHP scripts, but some servers may use a different extension, or you may simply wish to use a different extension out of your own preference. Various extensions are available here for you to choose.

- **Download File Format**

This option allows you to choose the compression format of the package you are about to download. Most people will want to download the *.zip* package as Windows® has in-built support for zip files. However, if you are downloading the package directly to a Linux server you may prefer to use the tarball (*.tar.gz*) format.

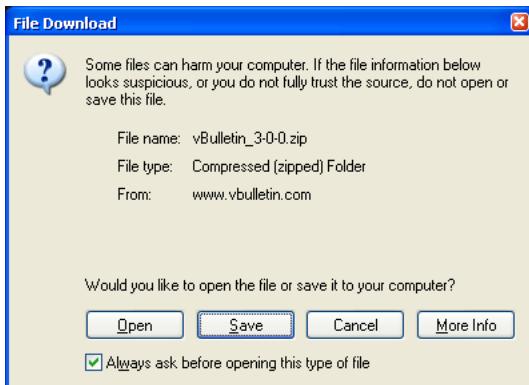
- **CGI Shebang**

This option will only be of use to you if your server runs PHP as a CGI rather than as a web server module. If your server runs PHP as a CGI and requires a shebang (such as *#!/usr/bin/php*) then you can enter the required text here and it will automatically be inserted into whichever PHP files in vBulletin require its use.

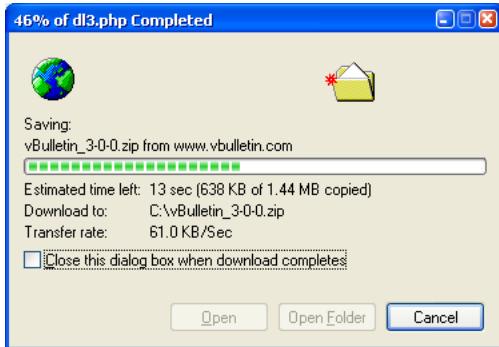
- **Download File**

Use this option to control the contents of the package you are about to download. For example, if you have previously installed vBulletin you will probably not need to download the images again, so you can use this control to specify that the package you download does not contain the images directory. You can also download the uncompressed JavaScript package with this option.

When you have set the download options you can click the **Download** button to start the download. When the download prompt window appears, you should choose the **Save** option and choose a directory on your computer in which to save the package.



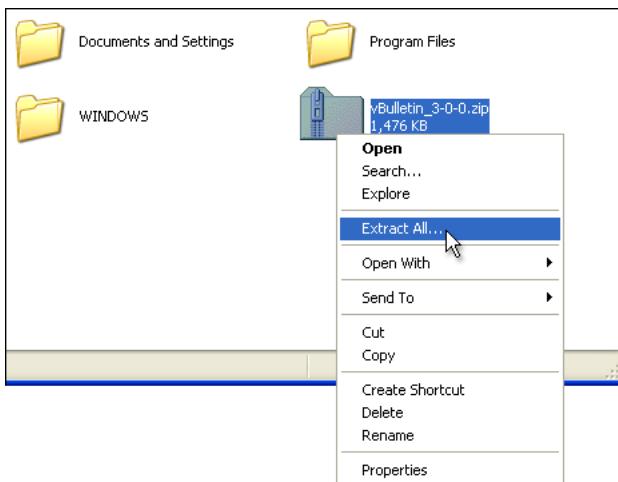
The package will then be downloaded and saved to the location you specified.



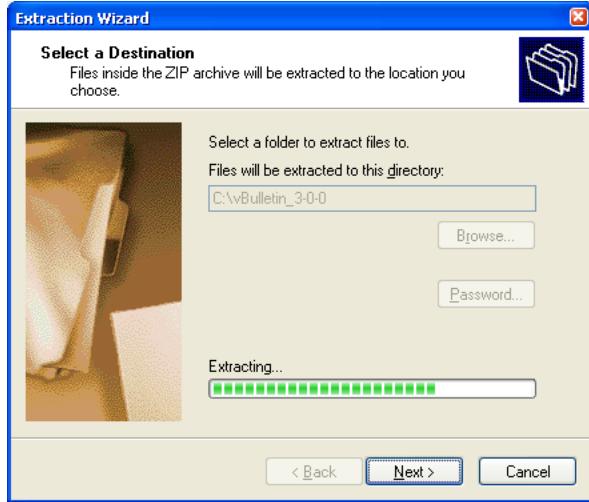
Preparing the vBulletin Files for Upload

[Back to Top](#)

To extract the files from the package, open the folder on your computer where you saved the vBulletin package and right-click on its icon, then choose **Extract All** from the pop-up menu.



This will open a wizard to guide you through the unzipping process. Accept the default options suggested and the system will decompress the files from the zip package.

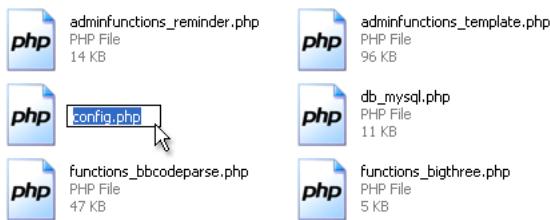


When the unzipping progress is complete, you will find that the process has created a new folder called **upload** and another called **do_not_upload**.

upload - This folder contains the vBulletin files that need to be uploaded to your web server.

However, before you upload the files you must make some changes to the vBulletin configuration file. This file is located in the **includes** folder (within the **upload** folder) and is called **config.php.new**.

The first thing you must do is to rename this file from **config.php.new** to **config.php** (removing the temporary *.new* extension).



The second folder is **do_not_upload** - This folder contains tools to perform various tasks on your board

- **searchshell.php** - This file will allow you to rebuild the search index.
- **vb_backup.sh** - This file will allow you to run a database backup via SSH/Telnet or a scheduled backup through cron.
- **tools.php** - This file must be uploaded to the admincp folder and allows you to perform certain tasks should your board go down or you accidentally lock yourself out of the Admin Control Panel. *This file must be deleted immediately after use or it will cause a SEVERE security problem.*

Creating your Database

[Back to Top](#)

When you install vBulletin, you are asked what database to connect to. This is where all your information is actually stored. There are many different ways to create a database and which method you use depends on how your server is set up. We've provided some links to common methods.

cPanel

cPanel provides a MySQL Database Wizard and this is the easiest way to create a database. You can find the instructions for this in the cPanel Documentation here:

<http://docs.cpanel.net/twiki/bin/view/AllDocumentation/CpanelDocs/DatabaseWizard>

cPanel also has functionality for general care and maintenance of your database. You can find that documentation here:

<http://docs.cpanel.net/twiki/bin/view/AllDocumentation/CpanelDocs/MySQLDatabases>

Plesk

Another popular web hosting control panel, Plesk aims to provide all database management within a GUI style interface. To create a new database you would follow the instructions here:

<http://download1.parallels.com/Plesk/PP11/11.0/Doc/en-US/online/plesk-customer-guide/65157.htm>

Webmin

A third popular hosting control panel is Webmin. You can find basic instructions here:

<http://linuxconsultant.info/tutorials/webmin-tutorial/webmin.html#mysql>

GoDaddy

GoDaddy is a popular hosting service and they have their own unique control panel system. The current instructions on how to create a database on your website is located here:

<http://support.godaddy.com/help/article/36/creating-mysql-or-sql-server-databases-for-your-hosting-account>

Warning:

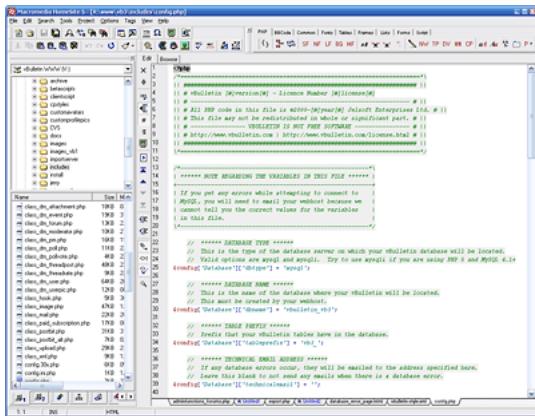
GoDaddy servers do not meet the minimum requirements for vBulletin 5 at this time. Also we recommend not using GoDaddy's Windows servers with vBulletin 5.

Editing the vBulletin Configuration Files

[Back to Top](#)

Before uploading the vBulletin files to your web server, you must edit the vBulletin configuration file (*includes/config.php*) to tell vBulletin how to communicate with your database.

To edit the config.php file, you will need to open the file in a text editor such as Windows® WordPad. (Note that we do not recommend that you use Windows® Notepad to edit config.php, as Notepad has problems displaying the line breaks in some file types.)



Editing the config.php file is one of the few times in vBulletin where you will need to edit raw PHP code. The file is heavily commented in order to help you fill in the necessary information.

Of the settings in this file, only a few *need* to be edited in order to create a working vBulletin configuration file. These settings are:

`$config['Database']['dbname']` This value should be altered to state the name of the database that will contain your vBulletin installation on the database server.

`$config['Database']['technicalemail']` An email address should be entered here. All database error messages will be forwarded to the email address provided.

`$config['MasterServer']['servername']` This sets the address of your database server. On most installations the database server is located on the same computer as the web server, in which case the address should be set to '*localhost*', otherwise use the address of the database server as supplied by your web host.

`$config['MasterServer']['username']` This variable contains the username provided to you by your host for connecting to your database server.

`$config['MasterServer']['password']` The password that accompanies the database username should be entered here.

Note:

Please note that Jelsoft / vBulletin Support can not provide the values you require for `$config['Database']['dbname']`, `$config['MasterServer']['servername']`, `$config['MasterServer']['username']`, and `$config['MasterServer']['password']`. These variables are *only* available from the web host providing your web/database server.

If you need to create a new database for vBulletin to use, instructions for doing so in a variety of systems are available [here](#).

Also note that you only edit the info to the right of the equal sign. Do **NOT** edit the names in the brackets to the left of the equal sign. For instance in this line:

`$config['MasterServer']['username'] = 'root';`

You change 'root' to the appropriate database username and leave everything else as is.

This is correct:

`$config['MasterServer']['username'] = 'your_dbusername';`

This is **NOT** correct:

`$config['MasterServer']['your_dbusername'] = 'root';`

Never edit anything to the left of the equal sign.

On Yahoo Small Business Server, `$config['MasterServer']['servername']` should be set to '*mysql*'.

The remaining variables in config.php do not *need* to be edited in order to make a working vBulletin configuration. For most, it is recommended that you do not alter them until after the installation process is complete, unless you are confident that you know what you are doing beforehand. A description of these remaining variables follows.

`$config['Database']['dbtype']` If you are using PHP5 in combination with MySQL 4.1.x you may want to change this variable to '[mysqli](#)' to take advantage of the MySQL Improved engine

`$config['Database']['tableprefix']` In order to easily identify the tables related to vBulletin in your database, you may prefix the names of all tables with a few letters or a word. For example, if you specify the

`$config['Database']['tableprefix']` as `'vb_'` then all tables will be prefixed with `vb_`, making

If you choose to change your \$config['Database']['tableprefix'] at some point after you have installed your vBulletin, tools are provided to do this.

`$config['Database']
['force_sql_mode']`

New versions of MySQL (4.1+) have introduced some behaviors that are incompatible with vBulletin. These behaviors are enabled by default with MySQL 5. Setting this value to "true" disables those behaviors. You only need to modify this value if vBulletin recommends it.

`$config['MasterServer']` Setting this variable to **1** will cause PHP to use [persistent connections](#) to the MySQL server. For very large vBulletin installations, using persistent connections may result in a slight performance boost but in most cases leaving it set to **0** (off) is the best option. If you are unsure, leave it set to **0**

Slave Database Configuration

These variables only apply if you have a Slave Database configured. If you are not sure, you should leave these variables alone. This is an advanced setting!

\$config['Misc']
['admincpdir']

By default, vBulletin will install the files for the Administrators' Control Panel into a folder called *admincp*, but you may wish to rename this folder this for security purposes. If you rename the folder, enter the new name here. Note that you can only *rename* the folder, if you *move* the folder to a new location the system will be unable to function.

`$config['Misc']['modcpdir']`

This variable is similar to the `$Admincpdir` setting, with the exception that `$modcpdir` refers to the Moderators' Control Panel rather than the Administrators' Control Panel.

When vBulletin sets cookies on users' computers they will all be prefixed with a few characters in order to be easily identified as cookies set by vBulletin. By default this prefix is *bb* but you can change it to be whatever you like. This option is particularly useful if you have many vBulletin installations running on the same domain.

`$config['Misc']['forumpath']` Some systems may require a full path to the forum files. If vBulletin does not tell you that you need this, leave this blank.

`$config['SpecialUsers']` All actions performed in the vBulletin Administrators' Control Panel are logged in the database. This variable controls the permissions for which users are allowed to view this log. The variable takes the form of a list of user IDs separated by commas. For example, if you would like the users with user IDs 1, 15 and 16 to be able to view the Admin Log, this variable would be set like this:

```
$config['SpecialUsers']['canviewadminlog'] = '1,15,16';
```

`$config['SpecialUsers']['canpruneadminlog']` In the same way as `$config['SpecialUsers']['canviewadminlog']` controls which users can view the Admin Log, `$config['SpecialUsers']['canpruneadminlog']` controls which users are permitted to prune (delete items from) the Admin Log. Use the same user IDs separated with commas system as with the `$config['SpecialUsers']['canviewadminlog']` setting.

`$config['SpecialUsers']['canrunqueries']` The vBulletin Administrators' Control Panel contains a simple interface for running queries directly on the database. This variable contains the IDs of the users with permission to do this. For security reasons you may wish to leave this list totally empty.

`$config['SpecialUsers']['undeletableusers']` If your vBulletin installation is going to have multiple users with administrative privileges, you may wish to protect certain users from accidental (or even malicious) deletion or editing. Any user IDs entered into this list will not be editable or deletable from the Administrators' Control Panel by anybody.

`$config['SpecialUsers']['superadministrators']` Any users whose user IDs are specified within the `$config['SpecialUsers']['superadministrators']` setting will be automatically granted full access to all vBulletin features, including the ability to set the permission levels of other administrators.

`$config['Mysqli']['charset']` If you need to set the default connection charset because your database is using a charset other than latin1, you can set the charset here. If you don't set the charset to be the same as your database, you may receive collation errors. Ignore this setting unless you are sure you need to use it.

`$config['Mysqli']['ini_file']`

PHP can be instructed to set connection parameters by reading from the file named in '`ini_file`'. Please use a full path to the file. This is generally used to set the connection's default character set. This setting should also be ignored unless you are sure you need to use it.

Note:

The variables \$config['SpecialUsers'][‘canviewadminlog’], \$config['SpecialUsers'][‘canpruneadminlog’], \$config['SpecialUsers'][‘canrunqueries’], \$config['SpecialUsers'][‘undeletableusers’] and \$config['SpecialUsers'][‘superadministrators’] should all contain a single userid number, a comma-separated list of user id numbers, or nothing at all. For example:

```
$config['SpecialUsers'][['canviewadminlog']] = '1,15,16';
$config['SpecialUsers'][['canpruneadminlog']] = '1';
$config['SpecialUsers'][['canrunquerries']] = '';
$config['SpecialUsers'][['undeletableusers']] = '1,15';
$config['SpecialUsers'][['superadministrators']] = '1';
```

Note: When editing config.php, make sure there is no whitespace or extra lines either before the <?php or after the ?>. If there are any extra lines or space, you will see an 'Unable to add headers' error when accessing your forums.

Note:

Later versions of vBulletin may not have the ?> at the end. This is to help prevent this kind of error from happening. Once you have finished editing your config.php file you should save it again and prepare to upload the file to your web server.

config.php

[Back to Top](#)

```
|| # vBulletin 3.6.6 - Licence Number 1a2b3c4
|| # -----
|| # All PHP code in this file is ©2000-2007 Jelsoft Enterprises Ltd. #
|| # This file may not be redistributed in whole or significant part. #
|| # -----
|| # VBULLETIN IS NOT FREE SOFTWARE -----
|| # http://www.vbulletin.com | http://www.vbulletin.com/license.html #
|| #####
\*****
```

/*-----*

| ***** NOTE REGARDING THE VARIABLES IN THIS FILE ***** |
+-----+
| If you get any errors while attempting to connect to |
| MySQL, you will need to email your webhost because we |
| cannot tell you the correct values for the variables |
| in this file.
\-----*/

// ***** DATABASE TYPE *****
// This is the type of the database server on which your vBulletin database will be located.
// Valid options are mysql and mysqli, for slave support add _slave. Try to use mysqli if you are using PHP 5 and MySQL 4.1+
// for slave options just append _slave to your preferred database type.

\$config['Database']['dbtype'] = 'mysql';

// ***** DATABASE NAME *****
// This is the name of the database where your vBulletin will be located.
// This must be created by your webhost.

\$config['Database']['dbname'] = 'forum';

// ***** TABLE PREFIX *****
// Prefix that your vBulletin tables have in the database.

\$config['Database']['tableprefix'] = '';

// ***** TECHNICAL EMAIL ADDRESS *****
// If any database errors occur, they will be emailed to the address specified here.
// Leave this blank to not send any emails when there is a database error.

\$config['Database']['technicalemail'] = 'dbmaster@example.com';

// ***** FORCE EMPTY SQL MODE *****
// New versions of MySQL (4.1+) have introduced some behaviors that are
// incompatible with vBulletin. Setting this value to "true" disables those
// behaviors. You only need to modify this value if vBulletin recommends it.

\$config['Database']['force_sql_mode'] = false;

// ***** MASTER DATABASE SERVER NAME AND PORT *****
// This is the hostname or IP address and port of the database server.
// If you are unsure of what to put here, leave the default values.

\$config['MasterServer']['servername'] = 'localhost';
\$config['MasterServer']['port'] = 3306;

// ***** MASTER DATABASE USERNAME & PASSWORD *****
// This is the username and password you use to access MySQL.
// These must be obtained through your webhost.

\$config['MasterServer']['username'] = 'root';
\$config['MasterServer']['password'] = '';

// ***** MASTER DATABASE PERSISTENT CONNECTIONS *****
// This option allows you to turn persistent connections to MySQL on or off.
// The difference in performance is negligible for all but the largest boards.
// If you are unsure what this should be, leave it off. (0 = off; 1 = on)

\$config['MasterServer']['usepconnect'] = 0;

// ***** SLAVE DATABASE CONFIGURATION *****
// If you have multiple database backends, this is the information for your slave
// server. If you are not 100% sure you need to fill in this information,
// do not change any of the values here.

\$config['SlaveServer']['servername'] = '';
\$config['SlaveServer']['port'] = 3306;
\$config['SlaveServer']['username'] = '';
\$config['SlaveServer']['password'] = '';
\$config['SlaveServer']['usepconnect'] = 0;

// ***** PATH TO ADMIN & MODERATOR CONTROL PANELS *****
// This setting allows you to change the name of the folders that the admin and
// moderator control panels reside in. You may wish to do this for security purposes.
// Please note that if you change the name of the directory here, you will still need
// to manually change the name of the directory on the server.

\$config['Misc']['admincpdir'] = 'admincp';
\$config['Misc']['modcpdir'] = 'modcp';

// Prefix that all vBulletin cookies will have
// Keep this short and only use numbers and letters, i.e. 1-9 and a-Z

\$config['Misc']['cookieprefix'] = 'bb';

// ***** FULL PATH TO FORUMS DIRECTORY *****
// On a few systems it may be necessary to input the full path to your forums directory
// for vBulletin to function normally. You can ignore this setting unless vBulletin
// tells you to fill this in. Do not include a trailing slash!
// Example Unix:
// \$config['Misc']['forumpath'] = '/home/users/public_html/forums';
// Example Win32:
// \$config['Misc']['forumpath'] = 'c:\program files\apache group\apache\htdocs\vb3';

```
$config['Misc']['forumpath'] = '';

// ***** USERS WITH ADMIN LOG VIEWING PERMISSIONS *****
// The users specified here will be allowed to view the admin log in the control panel.
// Users must be specified by *ID number* here. To obtain a user's ID number,
// view their profile via the control panel. If this is a new installation, leave
// the first user created will have a user ID of 1. Separate each userid with a comma.
$config['SpecialUsers']['canviewadminlog'] = '1';

// ***** USERS WITH ADMIN LOG PRUNING PERMISSIONS *****
// The users specified here will be allowed to remove ("prune") entries from the admin
// log. See the above entry for more information on the format.
$config['SpecialUsers']['canpruneadminlog'] = '1';

// ***** USERS WITH QUERY RUNNING PERMISSIONS *****
// The users specified here will be allowed to run queries from the control panel.
// See the above entries for more information on the format.
// Please note that the ability to run queries is quite powerful. You may wish
// to remove all user IDs from this list for security reasons.
$config['SpecialUsers']['canrunqueries'] = '';

// ***** UNDELETABLE / UNALTERABLE USERS *****
// The users specified here will not be deletable or alterable from the control panel by any users.
// To specify more than one user, separate userids with commas.
$config['SpecialUsers']['undeletableusers'] = '';

// ***** SUPER ADMINISTRATORS *****
// The users specified below will have permission to access the administrator permissions
// page, which controls the permissions of other administrators
$config['SpecialUsers']['superadministrators'] = '1';

// ***** DATASTORE CACHE CONFIGURATION *****
// Here you can configure different methods for caching datastore items.
// vB_Datastore_Filecache - for using a cache file
// $config['Datastore']['class'] = 'vB_Datastore_Filecache';
// vB_Datastore_Memcached - for using a Memcache server
// It is also necessary to specify the hostname or IP address and the port the server is listening on
/*
$config['Datastore']['class'] = 'vB_Datastore_Memcached';
$i = 0;
// First Server
$i++;
$config['Misc']['memcachesserver'][$i]      = '127.0.0.1';
$config['Misc']['memcacheport'][$i]           = 11211;
$config['Misc']['memcachepersistent'][$i]     = true;
$config['Misc']['memcacheweight'][$i]          = 1;
$config['Misc']['memcachetimeout'][$i]         = 1;
$config['Misc']['memcacheretry_interval'][$i] = 15;
*/
// ***** The following options are only needed in special cases *****
// ***** MySQLI OPTIONS *****
// When using MySQL 4.1+, MySQLi should be used to connect to the database.
// If you need to set the default connection charset because your database
// is using a charset other than latin1, you can set the charset here.
// If you don't set the charset to be the same as your database, you
// may receive collation errors. Ignore this setting unless you
// are sure you need to use it.
// $config['Mysqli']['charset'] = 'utf8';

// Optionally, PHP can be instructed to set connection parameters by reading from the
// file named in 'ini_file'. Please use a full path to the file.
// Example:
// $config['Mysqli']['ini_file'] = 'c:\program files\MySQL\MySQL Server 4.1\my.ini';
$config['Mysqli']['ini_file'] = '';

// Image Processing Options
// Images that exceed either dimension below will not be resized by vBulletin. If you need to resize larger images, alter these settings.
$config['Misc']['maxwidth'] = 2592;
$config['Misc']['maxheight'] = 1944;

/*=====
|| ##### Downloaded: 12:00, Sun Nov 26th 2007
|| # CVS: $RCStfile$ - $Revision$
|| #####
\=====
```

MySQLi

MySQLi is an improved database layer for PHP 5 and MySQL 4.1+. It is strongly recommended that MySQLi be used if your MySQL server is at version 4.1 or higher.

To enable MySQLi, view [Editing the vBulletin Configuration File](#).

config.php contains two advanced settings that you may need when MySQLi is in use. These settings are to be ignored as long as you are not having issues of the following type:

MySQL Error : Illegal mix of collations (latin1_swedish_ci,COERCIBLE) and (utf8_general_ci,IMPLICIT) for operation

Generally, this error only happens when your database's character set has been changed from the default of latin1. To begin to resolve this problem, you must first determine what character set is being used for your database.

From the Administrator Control Panel, go to Admin CP->Maintenance->Execute SQL Query. If you receive a no permissions message, please refer back to [Editing the vBulletin Configuration File](#) on how to grant the appropriate

[Back to Top](#)

permissions so that you may execute queries.

Enter the following query in the Manual Query input box and press [Continue]

SHOW VARIABLES LIKE 'char%'

The screenshot shows the 'Execute SQL Query' interface. On the left, there's a sidebar with information about automatic and manual queries. The main area has a large edit box containing the SQL query 'SHOW VARIABLES LIKE 'char%''. Below the edit box are buttons for increasing or decreasing the size of the results. At the bottom, there's a dropdown for 'Results to Show Per Page' set to 20, and 'Continue' and 'Reset' buttons.

The results screen will show your current character set settings:

Results: 7, Page 1 of 1	
character_set_client	latin1
character_set_connection	latin1
character_set_database	utf8
character_set_results	latin1
character_set_server	latin1
character_set_system	utf8
character_sets_dir	C:\Program Files\MySQL\MySQL Server 4.1\share\charsets/

If the values character_set_database and character_set_connection are different then this can be resolved by continuing this solution.

Note:

If the values are the same, then your problem will not be solved by this solution. Please contact vBulletin Support in this case. You may have tables in your database that are configured to use a different character set than your database is. All of your tables will need to be updated to use the same character set. This condition can be caused by changing the character set of your database after vBulletin has been installed. Upgrades may create tables that are in your new character set, which will cause problems.

Your character_set_connection needs to be updated to be the same as your character_set_database.

Create a new file in your forums include directory named mysqli.ini. Inside of this file place:

```
[client]
default-character-set=utf8
```

The value **utf8** will need to be the same value that appeared as your character_set_database in the previous step. Generally, this will be utf8 but you may have a special case that requires a different setting.

Edit the [vBulletin Configuration File](#) file by following the instructions in the previous section.

Uncomment the following line by removing the two slashes from the beginning

```
// $config['Mysqli']['ini_file'] = 'c:\program files\MySQL\MySQL Server 4.1\my.ini';
```

Change the line to point to the location of the mysqli.ini file that you created in the previous step. Example:

```
$config['Mysqli']['ini_file'] = 'c:\program files\apache group\apache\htdocs\forums\includes\mysqli.ini';
```

If you have enabled MySQLi and entered the correct path to your new mysqli.ini file, then this problem should be resolved.

Uploading vBulletin Scripts to Your Web Server

[Back to Top](#)

After your config.php file has been edited and saved it is time to upload the vBulletin scripts to your web server ready for installation.

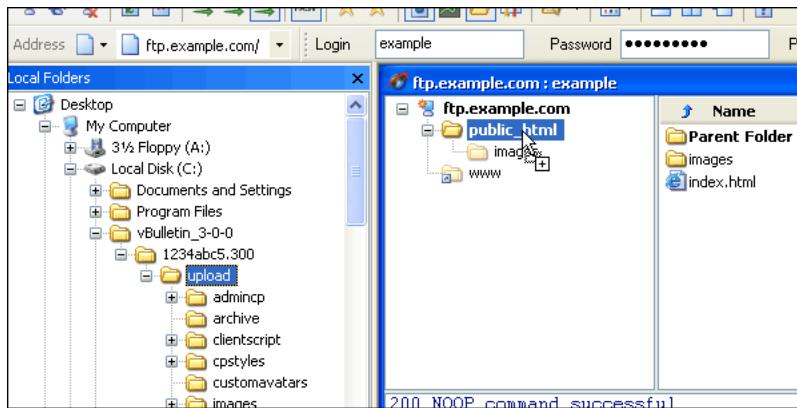
The uploading process should be familiar to anyone who has published pages to a web site before, but a brief description of the process is given here.

Although there are several methods available to transfer the vBulletin files from your computer to your web server, by far the most common method in use is transfer via FTP. Most operating systems have built-in tools for opening FTP

connections although they are often limited in their usefulness and many people opt to use a third party FTP client application. For this example we will use [Smart FTP](#).

Note:

We do not recommend using the built-in file transfer features in WYSIWYG editors such as Adobe Dreamweaver, Adobe GoLive!, Microsoft Frontpage, or Microsoft Expressions. These programs often add information to vBulletin's files or do not maintain their structure properly which will cause problems while installing or upgrading the software. We also do not recommend using any web-based file managers that your hosting service may provide as a solution. For best performance and reliability you are recommended to use a stand alone FTP client like SmartFTP or Filezilla. The easiest way to transfer the files is to upload the entire upload folder to the server. Using Smart FTP we do this by dragging the upload folder from its location on your computer's hard disk to the web publishing folder on the server.



Most FTP client applications will handle the file transfers automatically, but if for some reason your application does not, you should make a note of the following:

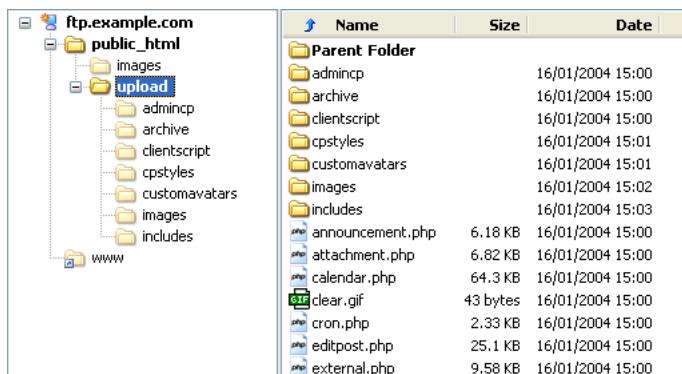
- All text files to be transferred in ASCII mode
- All non-text files to be transferred in Binary mode

The remaining files, which are mostly images, should be transferred to your web server in Binary mode.
Binary file types used in vBulletin include: .gif, .png, .jpg, .ico.

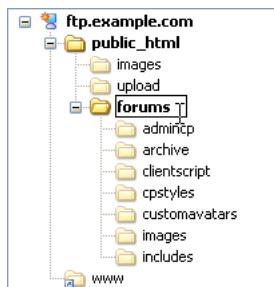
Note:

The web publishing folder is usually called public_html, www or htdocs and is located within your home directory. If you are unsure of where to find your own web publishing folder, your host will be able to help you.

Depending upon the speed of your internet connection, uploading all the files could take several minutes to complete. After completion, you should see that the web server now contains a folder called upload containing a perfect copy of the files in the upload folder on your computer's hard disk.



When all the files have been uploaded successfully you should rename the upload folder on the web server to the name you want to use for your forums directory. We will be calling it forums for the purposes of this manual.



If all has gone well, you are now ready to run the installation script to prepare your database to run vBulletin.

Running the vBulletin Install Script

[Back to Top](#)

Once all the vBulletin files have been successfully uploaded to your web server, you will need to run the vBulletin Installation Script in order to prepare your database.

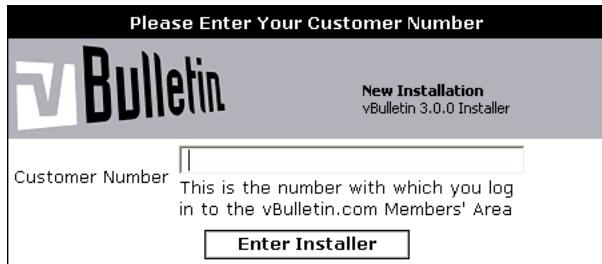
The Installer runs as a PHP script using your web browser. To start the installation process, open your browser and type the HTTP address of your forums directory, followed by `/install/install.php`, then hit the <Enter> key or press the [Go] button to open the script.



The first thing you will see from the install script is a log in prompt, asking you to enter your customer number. This is done to prevent other users from accidentally stumbling across your install script and running it. Only you should know your customer number.

Note:

Your customer number is the string of numbers and letters used as the login user name for the vBulletin Members' Area. You should type your customer number carefully to avoid errors. Note that your customer number is *not* the same as your vBulletin license number.



When you have entered your customer number, hit the [Enter Installer] button and you should be taken to the first step of the install script. If after hitting the [Enter Installer] button you are brought back to the customer number entry dialog, there was an error verifying your customer number. Please check for mistakes and try again.

The first page of the installer script will greet you and give you some basic instructions relating to what will happen during the rest of the install process.



Having read the information on the welcome page of the installer, you can click the large [Next Step] button at the bottom right of the window to proceed to the next step of the installer.

Warning:

Certain browser plug-ins, most notably the popular *Google Toolbar* can have an adverse effect up the vBulletin installation and upgrade scripts. We recommend that all browser plugins be disabled while running install and upgrade scripts for vBulletin.

Clicking the [Next Step] button will take you to the first installation step, which tests that your **config.php** file exists and is readable by the system.

A further click will bring you to step 2, in which the installer attempts to connect to the database. If the connection is made successfully, the installer will ask you if you want to **empty** the database. If you click this link your database will be *totally* emptied. **All** data stored in that database (including any data not related to vBulletin) will be *irreversibly* erased.

Warning:

Don't click the 'empty database' link unless you are really sure that's what you want to do!

The next few steps offer no choices during the installation process, other than to click the [Next Step] button at the bottom of the page to proceed to the next step.

However, you will soon be present with a page entitled **Obtain Some Default Settings**. This page does not have a [Next Step] button, as it requires that you fill in a few details about how you are installing vBulletin.

General Settings

BB Title Title of board. Appears in the title of every page.	Forums
Homepage Title Name of your homepage. Appears at the bottom of every page.	
BB URL URL (with no final "/") of the BB. For example, http://www.example.com/forums	http://www.example.com/forums
Home URL URL of your home page. Appears at the bottom of every page.	http://www.example.com
Webmaster email address Email address of the webmaster.	webmaster@example.com
Cookie Path The path to which the cookie is saved. If you run more than one forum on the same domain, it will be necessary to set this to the individual directories of the forums. Otherwise, just leave it as "/".	Suggested Settings <input style="width: 100px; height: 20px;" type="button" value=" / "/> Custom Setting <input type="checkbox"/> Use Custom Setting (Specify Below) <input style="width: 100px; height: 20px;" type="text"/>
Suggested valid values for Cookie Path are available in the drop-down menu opposite. If you have a good reason to want a different setting, tick the checkbox and enter the desired value in the box provided.	
Please note that your path should always end in a forward-slash; for example '/forums/' , '/vbulletin/' etc.	
Entering an invalid setting can leave you unable to login to your forum.	
Cookie Domain This option sets the domain on which the cookie is active. The most common reason to change this setting is that you have two different urls to your forum, i.e. example.com and forums.example.com. To allow users to stay logged into the forum if they visit via either url, you would set this to .example.com (note the domain begins with a . dot).	Suggested Settings <input style="width: 100px; height: 20px;" type="button" value=" (blank) "/> Custom Setting <input type="checkbox"/> Use Custom Setting (Specify Below) <input style="width: 100px; height: 20px;" type="text"/>
Suggested valid values for Cookie Path are available in the drop-down menu opposite. If you have a good reason to want a different setting, tick the checkbox and enter the desired value in the box provided.	
You most likely want to leave this setting blank as entering an invalid setting can leave you unable to login to your forum.	
Proceed Reset	

The settings required here are:

- BB Title** This is the title you will give to your vBulletin forums. It appears in the title of every page, and items such as notification emails sent from vBulletin to your members will identify the sender using this name. (BB Title is short for *bulletin board title*).
- Homepage Title** Less important than the BB Title, this setting is used for a link at the bottom of every page which points to the address specified in **Home URL** (see below). It represents the title of your web site.
- BB URL** The BB URL setting is very important. It represents the URL that people should visit in order to find your vBulletin forums. The system will make a best-guess at filling-in this setting automatically, so you should only change it if the given value is definitely wrong. Note that this setting should **not** end with a slash (/) character.
- Home URL** This is the web address of your main web site, and is used in conjunction with the **Home Title** setting to create a link to your web site from the bottom of each forum page.
- Cookie Path** When cookies are stored on visitors' computers, this setting will be used to define to what location on your server the cookies apply. Unless you have a reason to change this setting it's probably a good idea to leave it at the default value of '/' (meaning that the cookies can be read by the entire site).
- Cookie Domain** Rather like the cookie path setting, this allows you to specify the domain to which cookies belong. Generally speaking this setting can be left empty.

After filling in these values and clicking through the next few screens you will be asked to set yourself up as the forum administrator.

Please fill in the form below to set yourself up as an administrator

User Name	Administrator
Password	*****
Confirm Password	*****
Email Address	admin@example.com
Continue Reset	

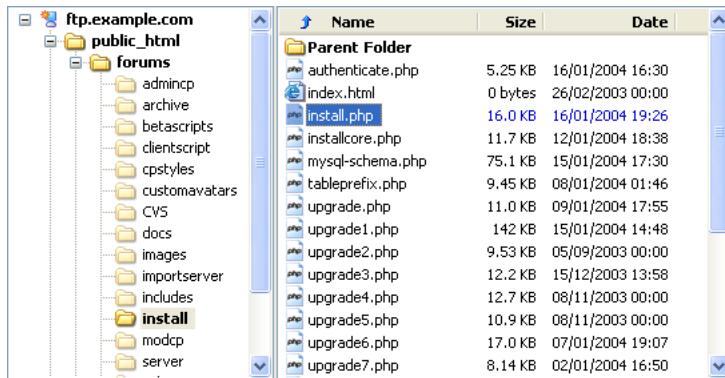
You will need to provide a username with which you are going to log-in, together with a password and an email address. These will be the details with which you will log in to your installed vBulletin board.

Note:

When choosing a password, we would suggest a combination of letters, numbers and punctuation characters in both upper and lower case, and a length of at least eight characters.

Fill in the required boxes and hit the [Continue] button to proceed with the installation process.

After a few pages the installation process will complete, and you will be presented with a link to your Admin Control Panel. Before clicking this link, you should open up your FTP client application again and browse to the **install** folder inside your forums directory.



The screenshot shows a file browser window with the following structure:

Name	Size	Date
Parent Folder		
authenticate.php	5.25 KB	16/01/2004 16:30
index.html	0 bytes	26/02/2003 00:00
install.php	16.0 KB	16/01/2004 19:26
installcore.php	11.7 KB	12/01/2004 18:38
mysql-schema.php	75.1 KB	15/01/2004 17:30
tableprefix.php	9.45 KB	08/01/2004 01:46
upgrade.php	11.0 KB	09/01/2004 17:55
upgrade1.php	142 KB	15/01/2004 14:48
upgrade2.php	9.53 KB	05/09/2003 00:00
upgrade3.php	12.2 KB	15/12/2003 13:58
upgrade4.php	12.7 KB	08/11/2003 00:00
upgrade5.php	10.9 KB	08/11/2003 00:00
upgrade6.php	17.0 KB	07/01/2004 19:07
upgrade7.php	8.14 KB	02/01/2004 16:50

You should *delete* the **install** directory, and all of its files now as a security precaution. Once you have deleted these files/folders you can return to the installer script and click the link to enter the Administrator Control Panel of your freshly installed vBulletin!

Note:

You will not be able to enter the Admin Control Panel until you have deleted the `install.php` file.

[Back to Top](#)

Upgrading vBulletin

From time to time it will be necessary to upgrade your vBulletin installation to the latest version, either to gain new features or to fix newly discovered bugs in PHP, MySQL or vBulletin itself.

You can upgrade to the latest version of vBulletin 3 from the following vBulletin versions:

- Any previous version of vBulletin 3, from version 3.0.0 Beta 3 to the current version.
- Any version of vBulletin 2 from version 2.2.9 and newer. If your vBulletin version is older than 2.2.9, you will need to upgrade to at least vBulletin 2.2.9 before you can upgrade to vBulletin 3.

The upgrade process differs depending upon the version of vBulletin currently installed on your web server. Sites running vBulletin 2 will need to follow slightly different instructions from sites already running vBulletin 3 and upgrading to the latest version.

When upgrading, the first step is always the same, in that you must log in to the [vBulletin Members' Area](#) and download the latest vBulletin package available, as described in the [installation instructions](#).

Warning:

We **strongly** recommend that you back up your database prior to any upgrade.

A document detailing how to back up your database is available in the *Technical Documents* section of the vBulletin Manual's Appendices, [here](#).

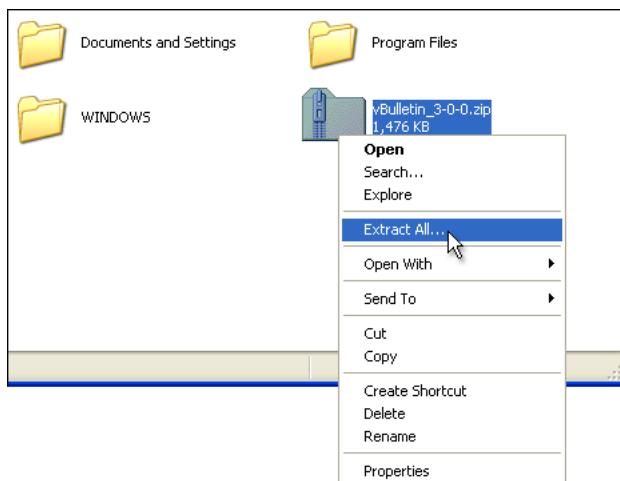
Preparing the vBulletin Files for Upload

[Back to Top](#)

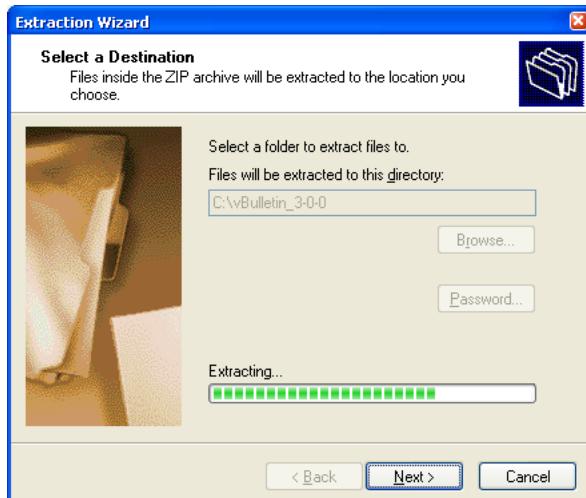
After you have successfully downloaded the vBulletin package to your computer you will need to prepare the scripts to be uploaded to your web server.

The first thing to do is to decompress the package into its constituent files. If you downloaded the .zip package and your computer is running a recent version of Windows® all the tools you need to do this are available as part of Windows®. This section will assume that you have downloaded the .zip package and that your computer is running Windows XP.

To extract the files from the package, open the folder on your computer where you saved the vBulletin package and right-click on its icon, then choose **Extract All** from the pop-up menu.



This will open a wizard to guide you through the unzipping progress. Accept the default options suggested and the system will decompress the files from the zip package.



When the unzipping progress is complete, you will find that the process has created a new folder called **upload** and another called **do_not_upload**.

upload - This folder contains the vBulletin files that need to be uploaded to your web server.

You should now **rename** the '*upload*' folder to match whatever name you gave to the directory containing your vBulletin files on your web server. In this example, the folder containing the vBulletin files is called '*forums*'.

NOTE: If you have changed the names of the 'admincp' and 'modcp' directories in your config.php file, be sure to make the same change to these subdirectories prior to uploading.



The second folder is **do_not_upload** - This folder contains tools to perform various tasks on your board

- **searchshell.php** - This file will allow you to rebuild the search index.
- **vb_backup.sh** - This file will allow you to run a database backup via SSH/Telnet or a scheduled backup through cron.
- **tools.php** - This file must be uploaded to the admincp folder and allows you to perform certain tasks should your board go down or you accidentally lock yourself out of the Admin Control Panel. ***This file must be deleted immediately after use or it will cause a SEVERE security problem.***

Note:

As you already have a vBulletin installation running on your web server, you should **delete** the *install.php* file in the *install* directory before you proceed to upload the files.

Note:

These instructions are for 3.5.0 and higher. If you are upgrading from vBulletin 3.0.x to 3.5.0, you will also need to recreate your includes/config.php file based on the new version of includes/config.php.new. Please see [this page](#) in the installation section on how to edit the config file. This step is not necessary for individual upgrades within the 3.0.x or 3.5.x series.

If you are upgrading from vBulletin 3.5.x to vBulletin 3.6.x or newer you do not need to edit the config.php file.

Updating the vBulletin Scripts on Your Web Server

[Back to Top](#)

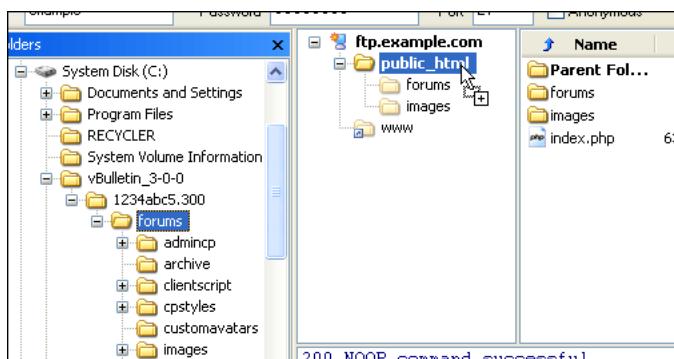
Having downloaded the latest vBulletin package and unzipped it to a folder, you must now prepare your web server to accept the updated files. Before you do this **you should close your forums**. This will help eliminate any potential db errors as people attempt to access your forums before the upgrade is complete.

For uploading there are two ways that this can be done.

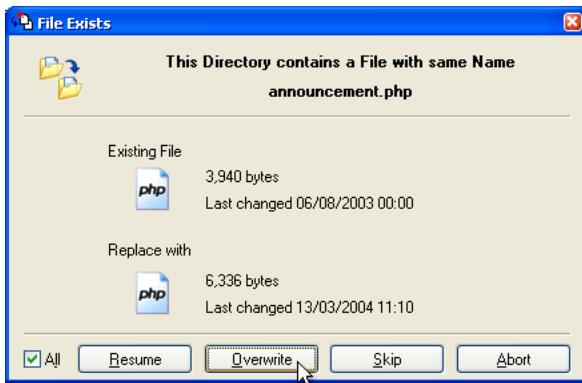
The first method involves *overwriting* all the files that were previously uploaded to your web server, while the second method involves *deleting* all the old files and directories, and then uploading the new scripts. In this tutorial we will use the *overwrite* method.

Having renamed the *upload* folder as specified in the [previous step](#), you should load up your FTP client of choice. In this example we will use [Smart FTP](#).

Connect to your FTP server and with the new vBulletin files in the local pane and the existing old files in the remote pane, drag the *forums* directory into the *parent directory* of your remote vBulletin installation as shown here:



You will most likely be prompted by the FTP client at this point to ask if you want to overwrite the existing files. You should confirm this prompt, telling the FTP client that yes, you do want to overwrite the existing files. If the prompt gives you the option to overwrite *all* existing files without prompting again, use this option.



Most FTP client applications will handle the file transfers automatically, but if for some reason your application does not, you should make a note of the following:

- **All text files to be transferred in ASCII mode**

All files containing plain text from the vBulletin package should be transferred in ASCII mode.

Text file types you will find in vBulletin are: `.html`, `.php`, `.js`, `.xml`, `.css`.

- **All non-text files to be transferred in Binary mode**

The remaining files, which are mostly images, should be transferred to your web server in Binary mode.

Binary file types used in vBulletin include: `.gif`, `.png`, `.jpg`, `.ico`.

Warning:

It is extremely important that you upload **all** the files from the latest vBulletin package, **including** the entire contents of the `install` directory.

Failure to upload all the files may result in the upgrade script being unable to successfully complete the upgrade process.

Running the vBulletin Upgrade Script

[Back to Top](#)

Warning:

Certain browser plug-ins, most notably the popular *Google Toolbar* can have an adverse effect up the vBulletin installation and upgrade scripts. We recommend that all browser plugins be disabled while running install and upgrade scripts for vBulletin.

With the newest vBulletin files uploaded to your web server, you can now proceed to run the upgrade script. To do this, point your web browser at <http://www.example.com/forums/install/upgrade.php>, replacing `www.example.com/forums` with the correct URL to your own vBulletin installation.

The first thing you will see from the install script is a log in prompt, asking you to enter your customer number. This is done to prevent other users from accidentally stumbling across your upgrade script and running it. Only you should know your customer number.

Note:

Your customer number is the string of numbers and letters used as the login user name for the vBulletin Members' Area. You should type your customer number carefully to avoid errors. Note that your customer number is *not* the same as your vBulletin license number.

Please Enter Your Customer Number

vBulletin
Example Forums
vBulletin 3.0.0 Upgrade System

Customer Number

This is the number with which you log in to the vBulletin.com Members' Area

Enter Upgrade System

When you have entered your customer number, hit the [Enter Upgrade System] button and you should be taken to the first step of the upgrade script. If after hitting the [Enter Upgrade System] button you are brought back to the customer number entry dialog, there was an error verifying your customer number. Please check for mistakes and try again.

The first page of the upgrade script will greet you and provide you with some details about the purpose of the current script.

vBulletin 3 Upgrade System
(Please be patient as some parts may take some time)

XML File Versions:

- vbulletin-style.xml 3.0.0
- vbulletin-settings.xml 3.0.0
- vbulletin-language.xml 3.0.0

Welcome to vBulletin version 3.

You are about to upgrade your forum, so it has been automatically shut down.

Clicking the [Next Step] button will begin the installation process on your database 'example_forums'.

In order to prevent possible browser crashes during this script, we strongly recommend that you disable any additional toolbars you may be using on your browser, such as the **Google** toolbar etc.

It is recommended that you backup your entire database before proceeding.
[Click here if you want to back up your database.](#)

Click the button on the right to proceed.

Next Step (1/42)

Having read the information on the welcome page and confirmed that it is correct, click the [Next Step] button at the bottom right of the window to proceed to the next upgrade step.

As each step completes, a [Next Step] will appear at the bottom of the page. When the button appears, the step has completed successfully and clicking the button will advance you to the next step.

Warning:

Do not refresh/reload any page of the upgrade scripts. Doing so may cause database alterations to be applied twice, which can cause errors.

A separate upgrade script exists to upgrade between each version of vBulletin. For example, if you are running vBulletin 3.0.0 Release Candidate 3, the system will first upgrade your database to vBulletin 3.0.0 Release Candidate 4 before progressing to the upgrade script for vBulletin 3.0.0. At the end of each script, the system will search for any additional scripts it needs to run to bring you up-to-date.

When all the necessary upgrade scripts have been run, you will be automatically redirected to the Admin CP login page.

Checking for Updated Templates

[Back to Top](#)

If you have closed your forums for the upgrade you can now open them, or you can wait until you have gone through the next two steps checking for updated templates and phrases.

When a new version of vBulletin is released, it is common for some of the default [templates](#) to have been updated to accommodate new features or fix bugs.

If you have not customized any of your templates, this need not concern you, but if you *have* customized some of the default templates there are a few steps you will need to follow after you have finished running all the appropriate upgrade scripts.

Note:

When running vBulletin upgrade scripts, one of the final steps imports the newest version of the default style.

Any templates that you have *not* customized will automatically be updated to use the newest versions.

However, any templates that you have customized **will not** be altered or overwritten by importing the latest style, hence the need for the following steps.

- Firstly, you should visit the Styles & Templates > [Find Updated Templates](#) page to find out which (if any) of your customized templates may have updated default versions.

Custom Header / Footer	
footer	
Default Template Updated in 3.0.0 by Kier	[Edit Template]
Your Custom Template Last Edited in 3.0.0 Release Candidate 4 by Administrator	[Revert]
header	
Default Template Updated in 3.0.0 by Kier	[Edit Template]
Your Custom Template Last Edited in 3.0.0 Release Candidate 4 by Administrator	[Revert]
Red	
header	
Default Template Updated in 3.0.0 by Kier	[Edit Template]
Your Custom Template Last Edited in 3.0.0 Release Candidate 4 by Administrator	[Revert]

- If you find that some of your customized templates **do** have updated default versions, you have three choices. You can either

- Do nothing and hope that your customized templates will still work properly with the new vBulletin version. This is often not a problem, but sometimes a variable may have been renamed or else some other change may have been made that will render your customized template dysfunctional.
- Click the [Revert] link for each template, removing your customizations to ensure that your templates are fully compatible with the new vBulletin version.
- Click on the [Edit Template] link for each template, and compare the contents of your customized template with the version available by clicking the [View Original] in order to manually update your customized templates to reflect the changes made in the default templates.

On the release of a new vBulletin version, the release announcement posted in the [Announcements Forum](#) at vBulletin.com will usually contain a list of updated templates.

This list will often tell you whether or not the changes made to each template were purely cosmetic, in which case you will have no need to perform the steps above for that template, or if the changes require you to revert or manually edit your customized templates to maintain full working order.

Checking for Updated Phrases

[Back to Top](#)

When a new version of vBulletin is released, it is common for some of the default [phrases](#) to have been updated to accommodate new features or fix bugs.

If you have not customized any of your phrases, this need not concern you, but if you *have* customized some of the default phrases, there are a few steps you will need to follow after you have finished running all the appropriate upgrade scripts.

Note:

When running vBulletin upgrade scripts, one of the final steps imports the newest version of the default phrases.

Any phrases that you *have not* customized will automatically be updated to use the newest versions.

However, any phrases that you have customized **will not** be altered or overwritten by importing the latest phrases, hence the need for the following steps.

- Firstly, you should visit the Languages & Phrases > [Find Updated Phrases](#) page to find out which (if any) of your customized phrases may have updated default versions.

English (UK)	
digestforum (Email Body Text)	[Edit]
Default Phrase Updated in <i>vBulletin 3.6.0 Beta 1</i> by Ed Sullivan	
Your Custom Phrase Last Edited in <i>vBulletin 3.5.0</i> by Ed Sullivan	
post_new_announcement (Posting)	[Edit]
Default Phrase Updated in <i>vBulletin 3.6.0 Beta 1</i> by Ed Sullivan	
Your Custom Phrase Last Edited in <i>vBulletin 3.5.4</i> by Ed Sullivan	
German	
digestforum (Email Body Text)	[Edit]
Default Phrase Updated in <i>vBulletin 3.6.0 Beta 1</i> by Ed Sullivan	
Your Custom Phrase Last Edited in <i>vBulletin 3.5.3</i> by Ed Sullivan	

- If you find that some of your customized phrases **do** have updated default versions, you can either:

- Do nothing and hope that your customized phrases will still work properly with the new vBulletin version. This is often not a problem, but sometimes the phrase may have added text to describe new functionality or have made changes that break the values in the old version.
- Click on the [Edit] link for each phrases, and compare the contents of your customized phrase with the version available. From this page, you may either update your customized version or revert to the default version by emptying the translation field.

How to Patch Your Site

[Back to Top](#)

What is a Patch Level? How does it differ from a full release?

A patch level release contains fixes for only the most critical issues in the previous release. In most cases, these are released to address a security issue. However they can be released for data integrity issues as well.

A patch level is designed to be installed directly over top of your existing installation, with *no other action*. You do *not* need to run any upgrade scripts.

How to Upgrade

This is not a full upgrade. You do not need to run any upgrade scripts to complete the upgrade.

Patch: Download a patch file discussed in this thread and upload them to your web server, overwriting the existing files. All patches are available from the [Members' Area patch page](#).

Patch Packages are cumulative so you only need the latest one available for your version. **You cannot use a Patch to upgrade your site.**

Full Package: Alternatively you can download the full package in the [vBulletin Members Area](#) and again upload the affected files mentioned in the release thread.

Note:

Patch Level Releases are only supported for their targeted version. If you are using a previous version, you will need to perform a complete upgrade for full functionality and support. Patch Levels will only be released for the latest version in an active vBulletin series.

The Admin Control Panel

[Back to Top](#)

The Admin Control Panel is the area of your board that only administrators and super moderators can access. From here you can control almost all factors of your board.

Logging-in to the Control Panel

[Back to Top](#)

The vBulletin Admin Control Panel can be accessed by pointing your browser at <http://www.example.com/forums/admincp/>.

The first thing you will see when you access the Control Panel is a prompt to log in. You will be presented with this login prompt even if you are already logged into the public area of the board. This is an additional level of security.

To log in, simply enter the username and password of a user account with administrator privileges, such as the one you created towards the end of the installation script process.

There are a couple of extra options that can be set on the login form. To see them, click the [Options] button to expand the form to its full size.

The two options you can set from the login form are:

- Style Choice**

vBulletin comes with a selection of styles in which you can view the control panel. Try them out and see which one you like best, or if you are feeling adventurous, create your own!

- Save Open Groups Automatically**

This option allows you to have the system automatically save your preferences for which options in the Admin CP navigation panel are opened and which are collapsed by default, without you having to manually save the preferences.

Clicking the [Log in] button will submit the login details and options you have set, and log you in to the board.

Note:

If you changed the value of \$admincpdir in the config.php file and have renamed the admincp directory, the location at which you access the control panel will have changed accordingly.

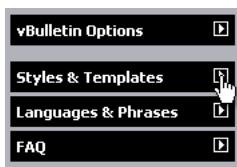
Getting Around the Admin Control Panel

[Back to Top](#)

The first thing you will see when you log into the Admin Control Panel is the welcome page. This page contains a quick method to search for users, some useful links and the vBulletin credits.

You will notice that the Admin Control Panel is divided into three distinct areas. The first and most obvious of these is the main panel, which currently shows the welcome page. This area (the main panel) is where the majority of your attention will be focused when administering your board.

At the top of the page is a narrow strip that contains information about the vBulletin version you are currently running and the latest version available to download. To the right of the strip are links allowing you to click through to the Forum Home Page (the starting point of the public area of the board), and a link allowing you to log out of the control panel.



To the left of the page is the navigation panel. This long, thin area is the key to getting around the Admin CP. When you first visit the Admin CP, you will notice that all the sections of this panel are in a collapsed state.

You can click the gadget on each section to expand it and show its contents, and click the gadget again to collapse that section again. Double-clicking a section's title will also toggle its state and either expand or contract it.



You can expand and collapse any sections at any time. You are not limited to having just a single group expanded at any one time.

When you have a section or sections expanded, hovering your mouse over the included links will highlight that link. You can then click to open the corresponding page in the main panel.

You can use the expanding and contracting sections to build a customized control panel layout for yourself. For example, you may find that you regularly use the 'Styles & Templates' tools, but very infrequently use the FAQ manager.



When you have established a set of expanded and collapsed sections that suits your way of working, you can save the state of the sections by clicking the [Save Prefs] link.

When you reload the Admin CP, you will find that the sections in the left navigation panel will have automatically expanded and collapsed in the manner that they were when you clicked the [Save Prefs] link.

You can expand and collapse any section in your administration session, and at any time you can click the [Revert Prefs] link, which will revert the expanded/collapsed state of all the sections to how they were when you saved your preferences.

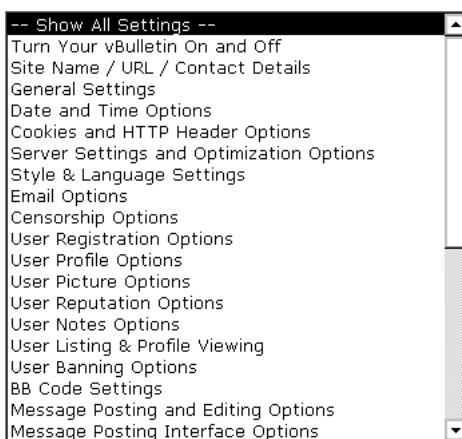
If at any time you want to return to the welcome page of the Admin CP, clicking the [Control Panel Home] link at the top of the navigation panel will do this.

vBulletin Options

[Back to Top](#)

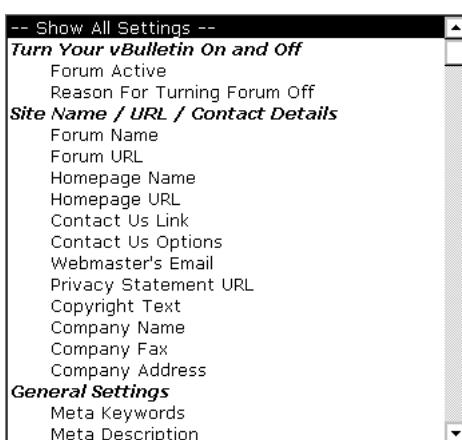
One of vBulletin's strengths is its enormous amount of user-configurable options. Most board-wide settings can be controlled through this section. To edit these options, go to vBulletin Options > vBulletin Options (the latter is a subgroup of the former).

When you first enter this section, you will be presented with a screen that allows you to select what settings you wish to display. The select box will look one of two ways:



Unexpanded

This is the default view. It will display each setting group. To display a group, double click its name or select it and click [Edit Settings]. If you wish to display all settings, select [Show All Settings].



Expanded

To use this view, click [Expand Setting Groups] on the left-hand side of the screen. This view will display each setting within a group. To display a setting, double click its name or select it and click [Edit Settings].

Once you have selected a setting or setting group, the individual options will be displayed:

Turn Your vBulletin On and Off

Forum Active

From time to time, you may want to turn your forum off to the public while you perform maintenance, update versions, etc. When you turn your forum off, visitors will receive a message that states that the forum is temporarily unavailable. **Administrators will still be able to see the forum.**

Use this as a master switch for your forum. You can set options for individual user groups in the User Permissions area.

Reason For Turning Forum Off

The text that is presented when the BB is closed.

Note: as an administrator, you will be able to see the forums as usual, even when you have turned them off to the public.

<p>Sorry, the board is unavailable at the moment while we are testing some functionality.</p>

<p>We will be back soon...</p>

Save **Reset**

On the left, you will see the name and a description of each setting. If you are still unsure what a setting does, click the question mark icon all the way on the right for more information. In the center you will be able to select the value for each option. The type of each option varies; some are yes/no options while others are text areas.

Once you have changed the all the options you wish to change, click [Save]. Changes will take effect immediately.

vBulletin Options

[Back to Top](#)

This part of the documentation will go over the individual options and settings in the vBulletin Options section by section.

Turn Your vBulletin On and Off

[Back to Top](#)

This setting group from the vBulletin options will allow the Administrator to close the forums to the public with a custom message or set it active. This is a useful feature when performing serious forum or database maintenance, version updates or bug fixing.

Only users in the Administrator usergroup will be able to browse the site, visitors will be presented with a closed message which you can set in this setting group.

- **Forum Active**

From time to time, you may want to turn your forum off to the public while you perform maintenance, update versions, etc.

Selecting 'Yes' will set the forum Active.

Selecting 'No' will set the forum Inactive (turns it off for the public).

When the forum is set Inactive users in the Administrator usergroup will be able to browse the forum. They will see a notice displayed in the header and footer of each page stating that the forum is closed. Visitors who browse any page on the forum will receive a message that states that the forum is temporarily unavailable. You could set a custom message.

Do not forget to set the forum active again when you are done with your maintenance.

- **Reason For Turning Forum Off**

When you have set your forum to inactive, this is the message that a visitor will receive when they browse any page on the forum.

Note:

This field expects the use of HTML code.

You can not use BBCode here.

Site Name / URL / Contact Details

[Back to Top](#)

vBulletin Options > vBulletin Options > Site Name / URL / Contact Details

After a fresh installation or upgrade, server or site move it is advised to walk through these site details setting group to ensure they are up to date.

- **Forum Name** - Name of your forum. This appears in the title of every page.

- **Forum URL** - URL of your forum.

Note: do not add a trailing slash. ("")

- **Homepage Name** - Name of your homepage. This appears at the bottom of every page.

- **Homepage URL** - URL of your home page. This appears at the bottom of every page.

- **Contact Us Link** - Link for contacting the site admin. To use the built-in email form, specify sendmessage.php otherwise use something such as 'mailto:webmaster@example.com' or your own custom form. This appears at the bottom of every page.

- **Allow Unregistered Users to use 'Contact Us'** - The last option only applies if you specify 'sendmessage.php' in the previous option. You may require guests to pass Human Verification in order to use this form by enabling the option found in the [Human Verification Options](#).

- **Contact Us Options** - You may pre-define subjects (and corresponding recipients) for users to pick from when using the default Contact Us form listed above. Please place one subject per line. An 'Other' option will be automatically added to the end when the form is viewed. For more information on how to set this up, view the inline help within the Admin Control Panel

- **Webmaster's Email** - Email address of the webmaster. This can be different than the technical contact listed in the includes/config.php. This is the person who will receive all emails from vBulletin itself except for database errors.

- **Privacy Statement URL** - Enter the URL of your privacy statement, if you have one.

For more information on Privacy Policies check out <http://www.truste.org>.

- **Copyright Text** - Copyright text to insert in the footer of the page.

- **Company Name** - The name of your company. This is required for COPPA compliance.

- **Company Fax** - Fax number for your company. COPPA forms will be faxed to this number.

You may wish to check out <http://www.efax.com>.

- **Company Address** - Address of your company. COPPA forms will be posted to this address.

General Settings

[Back to Top](#)

Use the vBulletin Options > vBulletin Options > General Settings setting group to control several general aspects of your board.

This ranges from meta tags to the use of forumjump, enabling access masks to the display of IM icons.

- **Meta Keywords**

Enter the meta keywords for all pages. These are used by search engines to index your pages with more relevance.

Meta Keywords are used by some search engines to determine what your pages are about and to rank them. Other search engines such as Google do not take keywords into account.

All keywords you enter here will be put in the keywords meta tag in the header of every page. Separate keywords or phrases with a single comma and no space.

Example: vbulletin,forum,bbs,discussion,jelsoft,bulletin board

- **Meta Description**

Enter the meta description for all pages. This is used by search engines to index your pages more relevantly.

The Meta Description is used by some search engines to determine what your pages are about and to rank them. Other search engines such as Google do not take the description into account.

Enter a short description of your site here and it will be placed in the meta description tag in the header of every page. Most engines will accept a maximum of 255 characters for the description.

Example: This is a discussion forum powered by vBulletin. To find out about vBulletin, go to <http://www.vbulletin.com/>.

- **Use Forum Jump Menu**

The Forum Jump menu appears by default on most pages and provides a quick jump to any of the forums on your forum as well as several other places (search, private messaging, etc.). While it can have a marginal impact on performance, typically you will only want to disable this if you have an extremely large number of forums as it will generate a large amount of HTML in that case, which will increase the size of pages and bandwidth usage.

Set this option to 'no' if you want to turn it off.

- **Number of Pages Visible in Page Navigator**

On thread and forum pages, as well as private messaging lists and other places, if there are multiple page number links to be displayed, this setting determines how many are shown on either side of the page currently being viewed. Setting this to 0 will cause all page links to be displayed.

Example: 3

- **Enable Access Masks**

Access masks allow you to enable or disable access to a particular forum for individual user(s). To use them, you must enable this option. This option also affects whether or not users will be able to see forums they do not have access to on forumhome and forumdisplay. (If this is off, they will see them in forum listings but not be able to enter them. If this is on, they will not see them at all.)

Set this option to 'no' if you want to turn it off.

- **Add Template Name in HTML Comments**

Setting this to 'yes' will add the template name at the beginning and end of every template rendered on any page. This is useful for debugging and analyzing the HTML code, but turn it off to save bandwidth when running in a production environment.

When modifying templates, it is often helpful to have this setting enabled so you can view the source of a page to determine what template(s) control it. In the course of normal usage, however, you will usually want this disabled as it will increase your page sizes and therefore bandwidth usage.

- **Use Login "Strikes" System**

Setting this to 'yes' will enable a system that tracks a user's (with a specific IP address) login attempts. After 5 incorrect login attempts the account is locked from that IP address for 15 minutes. This is to prevent brute-force login attacks.

- **Enable Forum Leaders**

Forum Leaders is a listing of your important user groups. The display of assigned forum Moderators on this page is controlled with this option while the display of other groups is controlled via the usergroup manager.

- **Post Referrer Whitelist**

For security purposes, vBulletin only allows data to be submitted via post from within the domain the board is installed on. If you are submitting post requests from a different domain or subdomain, you must add them here.

- **Thread/Forum Read Marking Type**

This option controls how threads and forums are marked as read. The options are:

- 1) Inactivity/Cookie Based - once a user has been inactive for a certain amount of time (the value of the cookie timeout option) all threads and forums are considered read. Individual threads are marked as read within a session via cookies. This option is how all versions of vBulletin before 3.5 functioned.

- 2) Database (no automatic forum marking) - this option uses the database to store thread and forum read times. This allows accurate read markers to be kept indefinitely. However, in order for a forum to be marked read when all threads are read, the user must view the list of threads for that forum. This option is more space and processor intensive than inactivity-based marking.

- 3) Database (automatic forum marking) - this option is the same as a previous option, but forums are automatically marked as read when the last new thread is read. This is the most usable option for end users, but most processor intensive.

Note:

Changing this setting to database marking will mark all threads in the time set in the 'Database Read Marking Limit' as unread

- **Database Read Marking Limit**

The amount of time in days to store the topic and forum read times. All topics or forums without posts in this many days will be considered read.

- **Disable AJAX Features**

This allows you to disable all AJAX Features or problematic AJAX Features only. Some languages, such as Arabic based languages, require this to be set to Disable Problematic AJAX Features in certain server and database configurations

- **Enable Inline Moderation Authentication**

Inline moderation actions will require a user to authenticate again prior to being performed. The timeout is based on the admin control panel timeout, or one hour if that option is disabled.

If you do not wish moderators and administrators to authenticate when using inline moderation then you can disable this using this setting.

When you are done, click the [Save] button to apply the changes.

[Back to Top](#)

Image Settings

The vBulletin Options > vBulletin Options > Image Settings setting group allows you to control how vBulletin processes images for uploading and handles image verification.

- **Image Processing Library**

vBulletin provides two options for manipulating attachment thumbnails, custom avatars, and profile pictures.

The first is GD, which is bundled with PHP 4.3.0 and later. GD supports the following file types: GIF, JPEG, and PNG.

The second supported library is ImageMagick v6 by ImageMagick Studio LLC. ImageMagick is an executable binary that must be installed at the server level to be called by PHP. Only the identify and convert binaries from ImageMagick are required by vBulletin. ImageMagick supports the following file types: GIF, JPEG, PNG, BMP, TIFF, and PSD. ImageMagick also has better support for handling animated GIF.

- **Image Verification Library**

This is similar to the option above but it chooses the Image Manipulation Library for inline image verification. These verification images can be enabled for registration and the Contact Us forms. There are two options for GD. The first, "GD (Simple Font)" will use an internal GD font. The second, "GD (True Type Font)" will use the fonts located in the images/regimage/fonts directory of your forum. On some PHP installations the TTF font option will not work. If you have the TTF font option selected and are seeing no fonts, try the Simple Font option.

- **Image Verification Options**

There are several options that allow you to control the level of difficulty presented by the image verification.

- **ImageMagick Binary Path**

Path to the ImageMagick 6 binaries (convert and identify). Example:

Unix: /usr/local/bin/

Windows: C:\imagemagick\

When you are done, click the [Save] button to apply the changes.

Human Verification Options

[Back to Top](#)

Use the vBulletin Options > vBulletin Options > Human Verification Options setting group to control where human verification is required on your forum in conjunction with the [Human Verification](#) configuration settings.

- **Verify at Registration**

New users will be required to pass the Human Verification test during registration.

- **Verify Guest Posts**

Guest posters will be required to pass the Human Verification test before their messages are posted.

- **Verify Guest Searches**

Searches by guests will be required to pass the Human Verification test before searching is executed.

- **Verify Guest Contact Us**

Guests will be required to pass the Human Verification test before leaving feedback. This only applies if sendmessage.php is being used as the Contact Us Link and Guests are allowed to use Contact Us in [Site Name / URL / Contact Details](#)

When you are done, click the [Save] button to apply the changes.

Date and Time Options

[Back to Top](#)

The vBulletin Options > vBulletin Options > Date and Time Options setting group is used to define the way dates and times are displayed on certain sections of the board in what way and how they should behave.

- **Datetimestamp Display Option**

This option controls the display of dates throughout your forum

'Normal' uses the date and time formats below this option.

'Yesterday / Today' will show 'Yesterday' and 'Today' for dates that fall in those periods.

'Detailed' will show times such as '1 Minute Ago', '1 Hour Ago', '1 Day Ago', and '1 Week Ago'.

- **Default Time Zone Offset**

Time zone offset for guests and new users. Do not take DST into consideration, rather use the next option to enable/disable DST.

- **Enable Daylight Savings**

If Daylight Savings Time is currently in effect for the above time zone, enable this option so that guests will see the correct times on posts and events. This has no effect on registered users as they control their DST options in the User CP. This setting is not automatic and it will need to be changed when the timezone changes twice a year.

- **Format For Date**

Format in which the date is presented on vBulletin pages.

Examples:

US Format (e.g., 04-25-98): m-d-y

Expanded US Format (e.g., April 25th, 1998): F jS, Y

European Format (e.g., 25-04-98): d-m-y

Expanded European Format (e.g., 25th April 1998): jS F Y

- **Format For Time**

Format in which the time is presented on all vBulletin pages.

Examples:

AM/PM Time Format (eg, 11:15 PM): h:i A

24-Hour Format Time (eg, 23:15): H:i

- **Format For Registration Date**

This is used to format dates shown with users' posts. In the left hand column of a topic display, under the username and title, there is some text showing when the user registered.

- **Format For Birthdays with Year Specified**

Format of date shown in profile when user gives their birth-year.

- Format For Birthdays with Year Unspecified**

Format of user's birthday shown on profile when the user does not specify their birth-year. **DO NOT** put in a code for the year.

- Log Date Format**

Format of dates shown in Control Panel logs.

Note:

Date and Time formats follow PHP formatting rules. You can find out more about these rules by visiting the PHP manual.

For information on date and time formats in PHP please visit the following page: <http://www.php.net/manual-lookup.php?function=date>

When you are done, click the [Save] button to apply the changes.

Cookies and HTTP Header Options

[Back to Top](#)

The vBulletin Options > vBulletin Options > Cookies and HTTP Header Options setting group allows you to control the cookie settings, gzip compression, HTTP headers and redirect messages options.

- Session Timeout**

This is the time in seconds that a user must remain inactive before any unread posts are marked read. This setting also controls how long a user will remain on Who's Online after their last activity.

- Path to Save Cookies**

The path to which the cookie is saved. If you run more than one forum on the same domain, it will be necessary to set this to the individual directories of the forums. Otherwise, just leave it as / .

Please note that your path should always end in a forward-slash; for example '/forums/' , '/vbulletin/' etc.

Warning:

Entering an invalid setting can leave you unable to login to your forum. Only change this setting if you absolutely need to do so.

- Cookie Domain**

This option sets the domain on which the cookie is active. The most common reason to change this setting is that you have two different urls to your forum, i.e. example.com and forums.example.com. To allow users to stay logged into the forum if they visit via either url, you would set this to .example.com (note the domain begins with a dot).

Warning:

You most likely want to leave this setting blank as entering an invalid setting can leave you unable to login to your forum.

- GZIP HTML Output**

Selecting yes will enable vBulletin to GZIP compress the HTML output of pages, thus reducing bandwidth requirements. This will be only used on clients that support it, and are HTTP 1.1 compliant. There will be a small performance overhead.

Note:

This feature requires the ZLIB library.

If you are already using mod_gzip on your server, do not enable this option.

- GZIP Compression Level**

Set the level of GZIP compression that will take place on the output. 0=none; 9=max.

We strongly recommend that you use level 1 for optimum results.

- Add Standard HTTP Headers**

This option does not work with some combinations of web server, so is off by default. However, some IIS setups may need it turned on.

It will send the 200 OK HTTP headers if turned on.

- Send Internet Explorer 7 Compatibility Header**

This option sends an HTTP header that instructs Internet Explorer 8 to render pages as Internet Explorer 7 would do so, rather than enabling full standards-compliance mode, which may result in rendering problems for templates that have not been updated for IE8.

- Add No-Cache HTTP Headers**

Selecting yes will cause vBulletin to add no-cache HTTP headers. These are very effective, so adding them may cause server load to increase due to an increase in page requests.

- Remove Redirection Message Pages**

Enabling this option will remove the update pages that are displayed after a user makes a post, starts a search, etc. These pages provide assurance to the user that their information has been processed by the forum. Disabling these pages will save you bandwidth and may lessen the load of the forum on your server.

Note:

Some pages will still use the redirection page when cookies are involved to prevent some potential problems.

When you are done, click the [Save] button to apply the changes.

Server Settings and Optimization Options

[Back to Top](#)

The vBulletin Options > vBulletin Options > Server Settings and Optimization Options setting group lets you control the server settings to optimize display of posts through post cache, your email sending options and several other options and settings that is definitely worth to walk through and setup.

- Public phpinfo() Display Enabled**

If you enable this option, anyone can view your phpinfo() page by adding &do=phpinfo to a forum URL. vBulletin Support may ask you to temporarily enable this to help diagnose problems if you request technical support. Otherwise, we recommend turning it off.

- Cached Posts Lifespan**

Posts are normally stored with bbcode tags etc. in the same form as the user posted them with so that it may be edited later, and then parsed at display time. By caching them, they are parsed at post time (instead of display time) into the HTML they will be displayed in and stored separately from the pre-parsed posts. This results in a faster display on topics, since the posts do not have to be parsed at display time.

This option determines how long posts are stored. While a post is cached, it will take approximately twice as much storage space since it is essentially being stored twice. If you have a busy site, and topics typically don't last very long, you can probably set this to a lower value such as 10 days. If you have a slower site, and topics typically last longer, 20 to 30 days might be a better choice. If you have the disc space, you can set this to a higher value for better performance.

- **Update Thread Views Immediately**

If you enable this option, the thread view counter for a thread will be updated in realtime as threads are viewed. Otherwise, they will be stored and updated every hour (by default) en masse. We recommend disabling this option for larger or busier forums as updating them in realtime can have a performance impact.

- **Update Attachment Views Immediately**

If you enable this option, the attachment view counter for an attachment will be updated in realtime as attachments are viewed. Otherwise, they will be stored and updated every hour (by default) en masse. We recommend disabling this option for larger or busier forums as updating them in realtime can have a performance impact.

- **Simultaneous Sessions Limit**

Set this to the maximum number of simultaneous sessions that you want to be active at any one time. If this number is exceeded, new users are turned away until the server is less busy.

Set this to 0 to disable this option.

- ***NIX Server Load Limit**

vBulletin can read the overall load of the server on certain *NIX setups (including Linux).

This allows vBulletin to determine the load on the server and processor, and to turn away further users if the load becomes too high. If you do not want to use this option, set it to 0. A typical level would be 5.00 for a reasonable warning level.

- **Safe Mode Upload Enabled**

If your server has Safe Mode enabled, you should set this to Yes. You can determine if Safe Mode is enabled by viewing your phpinfo page and searching for Safe Mode.

- **Safe Mode Temporary Directory**

If your server is running in PHP Safe Mode, you'll need to specify a directory that is CHMOD to 777 that will act as a temporary directory for uploads. All files are removed from this directory after database insertion.

Note:

Do NOT include the trailing slash ('/') after the directory name.

- **Duplicate Search Index Information on Topic Copy?**

It is not strictly necessary to index a copied topic since the original topic is already indexed. However, you may wish to index copied topics for the sake of completeness. Setting this option to yes will cause search index information to be copied with each post in the topic. This allows the copied version of the topic to be searchable as well. However, on larger boards, this may cause significant delays in copying a topic. If this is a problem for you, we recommend disabling this option.

- **Session IP Octet Length Check**

This is used to specify to which octet an IP is verified to during session retrieval. This means that if for some reason an IP changes between requests as long as it is within the allowed length the session will remain. This is most likely to happen when an ISP has transparent proxies such as the case with AOL.

- **Use Remote YUI**

YUI (Yahoo! User Interface Library) script files, used for some functions in vBulletin, are hosted locally on your server, you may however have them served from Yahoo's own servers, saving you some bandwidth and potentially decreasing load times.

More information about this service can be found [here](#).

When you are done, click the [Save] button to apply the changes.

Style & Language Settings

[Back to Top](#)

The vBulletin Options > vBulletin Options > Style & Language Settings setting group lets you set the default style and language for your site.

Here you can setup the behaviours for the CSS file (store as file), Popup menus (hide or show) and postbit (new or legacy).

- **Default Language** - Set the default language for your forums. This language will be used for all guests, and any members who have not expressed a language preference in their options.
- **Default Style** - Set the default style for your forums. This style will be used for all guests, and any members who have not expressed a style preference in their options, or are attempting to use a style that does not exist or is forbidden.
- **Allow Users To Change Styles** - This allows users to set their preferred style set on registration or when editing their option. Setting this to 'No' disables that option and will force them to use whatever style has been specified.
- **Location of clear.gif** - Please enter the path of your clear.gif image, relative to your forum directory. By default, the value of this setting is 'clear.gif', meaning that the image is located in the base directory of your vBulletin installation (in the same folder as forumdisplay.php).

This URL must be relative, NOT beginning with 'http://'.

- **Store CSS Stylesheets as Files?** - If you would like to store the CSS stylesheet for each style as a file, you must ensure that you have a directory called 'vbulletin_css' inside the 'clientscript' folder, and that the web server has permission to write and delete files within that directory.
- **Use 'vBMenu' DHTML Popup Menus?** - Use dynamic HTML popup menus to reduce screen clutter if user's browser is capable? Please note that disabling this option will also disable some AJAX features, such as user name suggestion.
- **Use Legacy (Vertical) Postbit Template** - If you prefer the old-style postbit, using two vertical columns rather than the new horizontal layout, you can switch back to using that template with this switch. Please note that if you enable this option and wish to customize the template, you should edit the 'postbit_legacy' template rather than the 'postbit'.

- Show Instant Messaging Program Icons**

Setting this option to yes will show the images for ICQ, AIM, MSN, and Yahoo! Messenger if the user has entered the correct information in his/her profile. These links are shown in various places throughout the forum, on posts, who's online, memberlist, profile, etc. When set to no the information will be displayed in their profile in the form of text.

- Use SkypeWeb Graphics**

If set to 'Yes', load Skype™ icon from the SkypeWeb server in order to show users' online status, otherwise use local (static) graphic.

If set to 'Language Specific', graphics in the language being used by the visiting user will be loaded.

Email Options

[Back to Top](#)

Use the vBulletin Options > vBulletin Options > Email Options setting group to setup the behaviour of your email features throughout the board.

Here you can setup everything related to how your forum sends and handles email.

- Enable Email features?** - Enable the following email-sending features: Report Bad Post, 'Contact Us' Link, Email a Member, Email this Page to a Friend, New Post Notifications to Members

You can turn off the 'Send to Friend' feature for individual user groups in the User Permissions area.

- Allow Users to Email Other Members** - Allow users to send emails to other users. Use the option below to determine how the emails are sent.
- Use Secure Email Sending** - If 'Allow Users to Email Other Members' is set to 'Yes', how should members' email addresses be displayed? If this is set to 'Yes', then an online form must be filled in to send a user an email, thus hiding the destination email address. Setting 'No' will mean that the user is just given the email address in order to send email using their email client application.
- Email Flood Check** - Specify in seconds how much time must elapse before a user may send consecutive emails. Set to 0 to disable this flood check.
- Use Mailqueue System** - When enabled, subscription emails generated by your site will be processed in batches to lessen the load on your server. Account activation, lost passwords and other vital emails are sent instantly regardless of this setting. If your site has low traffic, subscription emails may be delayed.

If you have a large site, you may wish to enable locking. This prevents a rare situation where the same email is sent multiple times.

- Number of Emails to Send Per Batch** - vBulletin includes a mail queuing system to prevent bottlenecks when sending lots of email. Use this option to specify how many emails will be sent per batch.
- Bounce Email Address** - The email address where bounce messages will be directed. If this field is blank, the Webmaster Email address will be used.

This email is used when using an SMTP server, or when the 'Enable -f Parameter' email for sendmail is switched on.

- Enable "-f" Parameter** - Some sendmail servers may require the "-f" parameter to be sent with email calls from PHP. If you are having problems with users not receiving email, try enabling this option. In all likelihood, your problem will not be caused by this setting.
- SMTP Email** - Set this option to yes to use a SMTP server rather than the internal PHP mail() function.
- SMTP Host** - If you've enabled SMTP mail, please specify the host here. You may find that specifying an IP Address rather than a domain name, results in better performance. Example: smtp.gmail.com
- SMTP Port** - If you've enabled SMTP mail, please specify the port here. [b]
- SMTP Username** - If you've enabled SMTP mail and your server requires authentication, please specify your username here.
- SMTP Password** - If you've enabled SMTP mail and your server requires authentication, please specify your password here.
- SMTP Secure Connection** - If you've enabled SMTP mail and your server requires a TLS connection, please set this to yes. This requires OpenSSL support to be compiled into PHP.

Warning:

To obtain your SMTP information, you will need to contact your SMTP provider. This is not information that can be obtained through vBulletin or from support staff.

Sending Email via SMTP

[Back to Top](#)

Relying on the PHP internal mail function has always caused problems with a few configurations. The PHP internal mail function is simply a wrapper for the system's own mail program such as sendmail or procmail. The problems occur when certain configurations have extra authentication settings or confusing with line endings. This has been resolved by the introduction of our mail class to correct any problems that may occur with the internal mail function and also to allow the use of SMTP which will completely bypass PHP's own internal mail function.

The SMTP server options can be edited via the Email Options in the vBulletin Options, this will be enabled via the SMTP Email switch and then the appropriate settings must be completed.

SMTP Email	[Edit] [Delete]
Set this option to yes to use a SMTP server rather than the internal PHP mail() function.	
<input checked="" type="radio"/> Yes	<input type="radio"/> No
?	
SMTP Host	[Edit] [Delete]
If you've enabled SMTP mail, please specify the host here. You may find that specifying an IP Address rather than a domain name, results in better performance.	
Example: smtp.gmail.com	
<input type="text" value="192.168.1.10"/>	
?	
SMTP Port	[Edit] [Delete]
If you've enabled SMTP mail, please specify the port here.	
<input type="text" value="25"/>	
?	
SMTP Username	[Edit] [Delete]
If you've enabled SMTP mail and your server requires authentication, please specify your username here.	
<input type="text"/>	
?	
SMTP Password	[Edit] [Delete]
If you've enabled SMTP mail and your server requires authentication, please specify your password here.	
<input type="text"/>	
?	
SMTP Secure Connection	[Edit] [Delete]
If you've enabled SMTP mail and your server requires a TLS connection, please set this to yes. This requires OpenSSL support to be compiled into PHP.	
<input checked="" type="radio"/> Yes	<input type="radio"/> No
?	

It should be noted that the majority of servers do not require a username and password to send SMTP as they are limited by IP address. Also the use of your ISP email is not recommended as this is usually limited to the network of the ISP and will result in a failure to send email.

SMTP Email	[Edit] [Delete]
Set this option to yes to use a SMTP server rather than the internal PHP mail() function.	
<input checked="" type="radio"/> Yes	<input type="radio"/> No
?	
SMTP Host	[Edit] [Delete]
If you've enabled SMTP mail, please specify the host here. You may find that specifying an IP Address rather than a domain name, results in better performance.	
Example: smtp.gmail.com	
<input type="text" value="smtp.gmail.com"/>	
?	
SMTP Port	[Edit] [Delete]
If you've enabled SMTP mail, please specify the port here.	
<input type="text" value="465"/>	
?	
SMTP Username	[Edit] [Delete]
If you've enabled SMTP mail and your server requires authentication, please specify your username here.	
<input type="text" value="example@gmail.com"/>	
?	
SMTP Password	[Edit] [Delete]
If you've enabled SMTP mail and your server requires authentication, please specify your password here.	
<input type="text" value="password"/>	
?	
SMTP Secure Connection	[Edit] [Delete]
If you've enabled SMTP mail and your server requires a TLS connection, please set this to yes. This requires OpenSSL support to be compiled into PHP.	
<input checked="" type="radio"/> Yes	<input type="radio"/> No
?	

Censorship Options

[Back to Top](#)

Use the vBulletin Options > vBulletin Options > Censorship Options setting group to manage the words you specify to be placed with characters.

All message titles and messages will be affected.

Note:

To use the censor feature on your site, don't forget to activate it!

- **Censorship Enabled** - You may have certain words censored on your forum. Words you choose to censor will be replaced by the character you specify below. All message titles and messages will be affected.
- **Character to Replace Censored Words** - This character (or characters) will be used to replace censored words. For example, if you have censored the word 'dog' and you set the censor character here to an asterisk (*) then any occurrences of 'dog' in messages will appear as '***'.
- **Censored Words** - Type all words you want censored in the field below. Do not use commas to separate words, just use spaces. For example, type "dog cat boy", rather than "dog, cat, boy."

If you type "dog", all words containing the string "dog" would be censored (dogma, for instance, would appear as "***ma"). To censor more accurately, you can require that censors occur only for exact words. You can do this by placing a censor word in curly braces, as in {dog}. Signifying "dog" in the curly braces would mean that dogma would appear as dogma, but dog would appear as "***". Thus your censor list may appear as: cat {dog} {barn} barn

Do not use quotation marks and make sure you use curly braces, not parentheses, when specifying exact words.

- **Blank ASCII Character Stripper** - If there are certain raw ASCII characters you would like to strip from posts/usernames etc, enter their ASCII numbers here, separated by spaces.

Please note that stripping raw ASCII characters with this setting may break some double-byte languages. If you are unsure, remove the contents of this setting.

Note:

If your forum is set up to use UTF-8 character encoding then this setting will need to be emptied.

User Registration Options

These options allow you to control how new user registrations are handled on your forums.

vBulletin Options > vBulletin Options > User Registration Options

- **Allow New User Registrations** - If you would like to temporarily (or permanently) prevent anyone new from registering, you can do so. Anyone attempting to register will be told that you are not accepting new registrations at this time.
- **Use COPPA Registration System** - Use the COPPA registration system. This complies with the COPPA laws and requires children under the age of 13 to get parental consent before they can post.

For more info about this law, see here: <http://www.ftc.gov/bcp/conline/pubs/buspubs/coppa.htm>

- **COPPA Registration System Cookie Check** - This option will save a cookie onto the user's computer if an age under 13 is entered. Subsequent registration attempts will be failed, no matter what age is entered. This only applies if the previous option is set to either Enable COPPA or Deny registration for users under 13 years.
- **Moderate New Members** - Allows you to validate new members before they are classified as registered members and are allowed to post.
- **Send Welcome Email** - Enabling this option will send a welcome email to new users using the email body/subject phrases for 'welcomemail'.

Note: If you require emails to be verified, this email will be sent after the user has activated his or her account. If you moderate new memberships, no welcome mail will be sent as the user will already be receiving an email.

- **Welcome Private Message** - Enabling this option will send a welcome private message to new users. Please input the username of the user that this PM is to be sent from. To alter or translate this message, use the email body/subject phrases for 'welcomepm'.

Note: If you require emails to be verified, this message will be sent after the user has activated his or her account. Also ensure that Receive Private Messages is enabled in the Default Registration Options.

- **Email Address to Notify About New Members** - This email address will receive an email message when a new user signs up. Leave the option blank to disable this function.
- **Allow Multiple Registrations Per User** - Normally, vBulletin will stop users signing up for multiple names by checking for a cookie on the user's machine. If one exists, then the user may not sign up for additional names. Note: This does not stop users from logging out and then registering new accounts.

If you wish to allow your users to sign up for multiple names, then select yes for this option, and they will not be blocked from registering additional usernames.

- **Verify Email address in Registration** - If you set this option to 'Yes' new members will not be allowed to post messages until they visit a link that is sent to them in an email when they sign up.

If a user's account is not activated by the user visiting the link, it will remain in the 'Users Awaiting Activation' usergroup.

- **Require Unique Email Addresses** - The default option is to require unique email addresses for each registered user. This means that no two users can have the same email address. You can disable this requirement by setting this option to 'No'.
- **Minimum Username Length** - Enter the minimum number of characters in a valid username, for the purpose of ensuring that new members create valid usernames.
- **Maximum Username Length** - Enter the maximum number of characters in a valid username, for the purpose of ensuring that new members create valid usernames.
- **Illegal User Names** - Enter names in here that you do not want people to be able to register. If any of the names here are included within the username, the user will be told that there is an error. For example, if you make the name John illegal, the name Johnathan will also be disallowed. Separate names by spaces.
- **Username Regular Expression** - You may require the username to match a regular expression (PCRE). The admin help provides some examples that may be useful. To disable this function leave the option blank.
- **User Referrer** - If you enable the User Referrer system, then a user who visits your forum through a link that contains 'referrerid=XXX' will give referral credit to the owner of the referrerid when they register (where XXX is the userid of the referring user).
- **Default Registration Options** - The user options on the New User creation form in the Admin Control Panel, as well as the New User registration form will default to the following settings.

You can control the following settings:

Receive Admin Emails
 Invisible Mode
 Display Email
 Receive Private Messages
 Send Notification Email When a Private Message is Received
 Pop up a Notification Box When a Private Message is Received
 Enable Visitor Messaging
 Limit usage of Visitor Messages to Contacts and Moderators
 Allow vCard Download
 Display Signatures
 Display Avatars
 Display Images
 Display Reputation
 Automatic Thread Subscription Mode
 Message Editor Interface
 Thread Display Mode
 Require Birthday

- **Username Reuse Delay** - When a username is changed, you may wish to prevent users from registering with that name for a certain length of time. Use this setting to determine the time before a deleted or previous username can be reused, or set it to 0 to disable this function.

User Infractions & Post Reporting Options

[Back to Top](#)

Use the vBulletin Options > vBulletin Options > User Infractions & Post Reporting Options setting group to manage user infraction and post reporting notifications.

- **User Infraction Discussion Forum**

A discussion thread can be created for each user infraction for moderators to discuss the infraction further. Choose a forum for the discussion threads to be created in.

If you do not wish a discussion thread to be created for user infractions, set this to Select Forum

- **Require Infraction Message**

This option requires that the user sending an infraction include a PM or Email, depending on your forum settings.

- **Post Reporting Discussion Forum**

A discussion thread can be created for each reported post for moderators to discuss the post further. Choose a forum for the discussion threads to be created in.

Note:

Reported Visitor Messages, Social Group Messages and Album Pictures & Messages also are posted in the forum set here.

If you do not wish a discussion thread to be created for reported items, set this to Select Forum

- **Post Reporting User**

Reported post discussion threads default to being posted under the username of the reporter. To have the threads reported under another username, enter an existing username.

- **Post Reporting Email**

This option sends an email to the specified users when a post is reported. It can be sent to moderators, super moderators and administrators, moderators only, or no email sent.

Note:

If the Post Reporting Email is set to **No Email** and the Post Reporting Discussion Forum is set to **Select Forum** then no notifications of any kind will be issued for reported items.

User Profile Options

[Back to Top](#)

With these options you can control how the way your users edit their profile.

vBulletin Options > vBulletin Options > User Profile Options

Enabled User Profile Features

Use this option to globally enable or disable the various user profile-related features. Additional options are available for each feature in their respective sections.

Require Date of Birth

Require users to provide a valid date of birth (1902 to current year).

[note]When this is set to Yes users cannot edit their date of birth once it has been set.

User Title Maximum Characters

This is the maximum number of characters allowed for a user's custom title.

Censored Words for Usertitle

Type all words you want censored in the Usertitle in the field below. Do not use commas to separate words, just use spaces. For example, type "dog cat boy", rather than "dog, cat, boy."

If you type "dog", all words containing the string "dog" would be censored (dogma, for instance, would appear as "***ma"). To censor more accurately, you can require that censors occur only for exact words. You can do this by placing a censor word in curly braces, as in {dog}. Signifying "dog" in the curly braces would mean that dogma would appear as dogma, but dog would appear as "***". Thus your censor list may appear as: cat {dog} {barn} barn

Do not use quotation marks and make sure you use curly braces, not parentheses, when specifying exact words.

Exempt Moderators From Censor

Do you want to exempt your forum Moderators from the censor words? You will want to set this to yes if you censor anything that is part of a moderator's title like 'moderator' as they have custom titles by default and will get censored.

Number of friends to display in the small friends block

The Number of Friends to display in the Small Friends Block on the Users' Profile Pages

Friends Per Page on Full Friends List[b]

The Amount of Friends to show "per page" on the large friends list.

[b]Maximum Visitors to Show on Profile Page

Set an upper limit for the number of recent visitors to show. Recent visitor records are cleaned out on a regular basis, so keep this to a reasonably small number. Somewhere between 5 to 30 is ideal.

Show Last Post on Profile Page

Showing the last post on a member profile can cause large table scans which leads to table locking. This may increase load time on your forums as well as the load of your server. This option should only be enabled for smaller forums.

Signature Soft-Linebreak Character Limit

When counting the number of lines in a signature, this setting controls the number of characters that can be displayed before text wraps in the browser and is displayed as multiple lines. Once this value is surpassed, the run of text will be counted as multiple lines.

The value in this setting should be based on the number of normal-sized characters. Other sized characters will be scaled appropriately to this setting.

Allow Users to 'Ignore' Moderators

Allow users to add Moderators and Administrators to their ignore list?

User Profile: Album Options

With these options you can control the settings for User Albums.

[Back to Top](#)

vBulletin Options > vBulletin Options > User Profile: Album Options

Albums Per Page

When listing multiple albums on one page, this controls how many will be displayed before pagination occurs.

Number of Albums to display in the Users Profile

The Maximum Number of Albums to Display on the Users' Profile Pages

Pictures Per Page

When viewing an album, this controls how many pictures are displayed before pagination occurs.

Picture Moderation

When enabled, all new pictures are placed into moderation. This can also be enabled in usergroup permissions.

Album Thumbnail Size

The maximum height and width of thumbnails in the album system. Each picture's aspect ratio will be maintained when it is thumbnailled.

Caption Preview Length

The amount of characters from a picture's caption that will be shown when a user hovers over the picture.

Number of Pictures that can be Uploaded Simultaneously

This controls the number of pictures users can upload simultaneously. They will not be able to violate any album- or usergroup-implied size limits if you set this value too large.

Maximum Pictures per Album

You may choose to limit the number of pictures that a user can have in one album. This is primarily useful for encouraging your users to have albums for smaller topics, but it does have minor performance considerations as well. Setting this to 0 disables the limit.

Enable Picture Comments

Set this option to yes if you would like to enable commenting on album and group pictures. Comments are associated with the picture itself, so comments will be shown anywhere the picture is shown.

Moderate Picture Comments

When enabled, all new picture comments are placed into moderation. This can also be enabled in usergroup permissions.

Default Picture Comments Per-Page

This setting allows you to define the default number of picture comments displayed per-page with a picture.

Maximum Picture Comments Per-Page

This setting allows you to limit the number of picture comments users may display per page with a picture.

Allowed BB Code Tags in Picture Comments

This setting allows you to enable and disable the use of various BB codes in picture comments.

User Profile: Style Customization Options

With these options you can control the options for users customizing their profile page style.

[Back to Top](#)

vBulletin Options > vBulletin Options > User Profile: Style Customization Options

Allowed Fonts

The list of allowed fonts for profile style customizations. Each font must be on its own line.

Allowed Font Sizes

The list of allowed fonts size for profile style customizations. Put each font size on its own line. You may use any size that is valid in CSS.

Allowed Border Widths

The list of allowed border width sizes for profile style customizations. Put each border width size on its own line.

Allowed Padding

The list of allowed padding sizes for profile style customizations. Put each padding size on its own line.

User Profile: Visitor Messaging Options

With these options you can control visitor messages on users profiles.

[Back to Top](#)

vBulletin Options > vBulletin Options > User Profile: Visitor Messaging Options

Maximum Characters Per Visitor Message

Maximum characters to allow in a visitor message. Set this to 0 for no limit.

Default Visitor Messages Per-Page

This setting allows you to define the default number of messages displayed per-page in the user profiles.

Maximum Visitor Messages Per-Page

This setting allows you to limit the number of messages users may display per page in the user profiles.

Visitor Message Moderation

When enabled, all new visitor messages are placed into moderation. This can also be enabled in usergroup permissions.

Allowed BB Code Tags in Visitor Messages

This setting allows you to enable and disable the use of various BB codes in visitor messages.

[Back to Top](#)

Social Group Options

With these options you can control the use of social groups.

vBulletin Options > vBulletin Options > Social Group Options

Social Group Name Maximum Length

Enter the maximum number of characters allowed in social group names. Names longer than this limit will be rejected.

Social Group Message Moderation

When enabled, all new group messages are placed into moderation. This can also be enabled in usergroup permissions.

Enable Social Group Messages

If you select this option, members of each group will be able to post messages in the group. Users who are not part of the group will still be able to read the messages.

Allow Groups Owners to Force New Group Messages into Moderation Queue

This option allows a group owner (with the Manage Own Social Groups' Content Permission) to set the group so that all Group Messages are automatically sent to the moderation queue.

Enable Social Group Pictures

If this option is selected, any users with albums will be able to add pictures from an album to groups they belong to.

Allow Join-to-View Groups

When set, this allows the creator of a group the option to only show contents (messages, pictures) of the group to members of that group (or Administrators and Moderators).

Allowed BB Code Tags in Social Group Messages

This setting allows you to enable and disable the use of various BB codes in group messages.

Allow Owners to Delete Social Group if Empty

This option will allow any group owner to delete a Social Group if they are the only member of that group (even if they lack the "Can Delete Own Social Groups" permission)

User Picture Options

[Back to Top](#)

Use the vBulletin Options > vBulletin Options > User Picture Options setting group to manage the settings for the avatars and profile pictures.

Note:

This is the section for the global switch, use the usergroup permissions to setup the permissions on a usergroup basis.

User Picture Options		Help 
Avatars Enabled		
Use this option to enable/disable the <input checked="" type="radio"/> Yes <input type="radio"/> No 		
Avatars are small images chosen by the user and displayed under usernames in thread display and user info pages.		
Avatar Display Width		
How many columns of avatars do you wish to display to the user when selecting a pre-defined avatar? <input type="text" value="5"/> 		
Avatars Per-Page		
How many avatars do you want to display per-page on the 'Edit Avatar' page within the profile editor? <input type="text" value="10"/> 		
Profile Pictures Enabled		
Use this option to enable/disable the <input checked="" type="radio"/> Yes <input type="radio"/> No 		
Profile pictures are small images (although usually larger than avatars) that users can upload to their profile pages.		
Save		Reset

- Avatars Enabled**

Use this option to enable/disable the overall use of avatars.

Avatars are small images chosen by the user and displayed under usernames in thread display and user info pages.

You can enable/disable avatars on a per-usergroup level by disabling their ability to use any avatar categories under Avatars > Avatar Manager. You can enable/disable custom avatars in Usergroups > Usergroup Manager. Set this option to 'no' to turn it off.

- Avatar Display Width**

How many columns of avatars do you wish to display of pre-defined avatars in the User Control Panel to the user when selecting a pre-defined avatar?

Example: 5

- Avatars Per-Page**

How many avatars do you want to display per-page on the 'Edit Avatar' page within the profile editor, broken into columns by the Avatar Display Width setting above?

Example: 10

- Profile Pictures Enabled**

Use this option to enable/disable the overall use of profile pictures.

Profile pictures are small images (although usually larger than avatars) that users can upload to their profile pages. You can set this per-usergroup with the Can Upload Profile Pictures setting in Usergroup Manager. Set this option to 'no' to turn it off.

When you are done, click the [Save] button to apply the changes.

Note:

To manage your pre-defined avatars, or to control the storage of avatars, go to the [Avatars](#) section.

User Reputation

[Back to Top](#)

This section contains many settings that dictate how users of your forum are able to affect each other's reputation score.

- Enable User Reputation system**

This is the global switch for the reputation system. If you disable this, users will not be able to rate each other nor will their scores be visible.

- Default Reputation**

This is the reputation score that new users will start out with.

- Number of Reputation Levels to Display**

When a user enters their User CP, they will see a list of their most recent reputation ratings. This affects how many of the latest ratings to display.

- Administrator's Reputation Power**

If you wish to have administrator's wield a certain reputation power independent of their calculated score, enter it here. Otherwise, set this to 0 and they will use the same calculations as everyone else.

- Register Date Factor**

The number of reputation points that a user is able to give or take is dependant on several factors, with the length they have been registered as one of them. A user's power is first initialized at 1 and then this factor and the factors that follow are used to increase it. For example if you set this to 365, every 365 days that the user has been a member of your forum, they would gain one point. So if they have been a member for five years, they would gain 5 points of power for a total of 6.

- Post Count Factor**

The amount of posts that a user has can also affect their reputation power. Set this to number of posts that you want to award one point for. For example, set this to 50 and for a user with 500 posts, they would gain 10 points of power.

- Reputation Point Factor**

The users current reputation score can also affect their reputation power. Set this to 100 and a user with a reputation of 1000 would gain 10 points of reputation power. If you set any of the power factors to 0, that will effectively remove that factor from having an effect on the user's reputation power.

- Minimum Post Count**

If the reputation system is enabled, anyone will be able to rate a post but only users with a post count above the level you set here will be able to actually give points or take points from another user.

- Minimum Reputation Count**

As with the post count above, a user must have a reputation above this level to be able to give or take points from another user's score.

- Daily Reputation Clicks Limit**

This sets how many unique members that a forum user will be able to rate in any 24 hour period. Administrators can rate as many people as they wish.

- Reputation User Spread**

This setting dictates how many unique members that a user must rate before they are able to rate the same member twice. The goal of this setting is to stop a member from either artificially bumping or dropping a user by repeatedly rating their posts.

User Notes Options

[Back to Top](#)

Users with permission to read / write usernotes are now able to go to a profile of a member and leave usernotes about this person. This feature is intended to allow staff members to discuss members and keep the information organized rather than having a variety of threads in a staff forum.

The vBulletin Options > vBulletin Options > User Notes Options setting group allows you to set up the parsing for a usernote. You can turn on or off the use of BB Code, Smilies, [IMG] tags and usage of HTML.

Note:

The ability to use usernotes, read them, read your own, allow others to reply or manage them is a usergroup setting. Do not forget to walk through each usergroup to set the use and permissions of usernotes correctly.

User Notes Options

Allow vB Code in User Notes
Allow vB Code to be used in user notes? (Such as [b], [i] etc.) Yes No ?

Allow Smilies in User Notes
Allow smilies to be used in user notes? Yes No ?

Allow [IMG] Code in User Notes
Allow [IMG] code to be used in user notes? Yes No ?

Allow HTML in User Notes
Allow raw HTML code to be used in user notes? Yes No ?
(Strongly not recommended.)

Save **Reset**

Basically the usernotes are plain-text entries that hold comments from other (staff) members. Turn on these options to allow markup of text and insertion of smilies / images or even HTML

- **Allow vB Code in User Notes**

If you want to markup the text with BOLD or ITALIC or other common vBulletin BB Code tags, set this option to Yes.

- **Allow Smilies in User Notes**

If you want a smilie like :) parsed to an image, set this option to Yes.

- **Allow [IMG] Code in User Notes**

If you want to allow insertion of images into the usernotes, set this option to Yes.

- **Allow HTML in User Notes**

If you even want to allow HTML to be used, set this option to Yes.

Warning! If you allow HTML to be inserted, you are open for risks of abuse - it is strongly not recommended.

User Listing Options

[Back to Top](#)

vBulletin Options > vBulletin Options > User Listing Options

This section of the Admin Control Panel allows you to set options for the Member List including:

- **Members List Enabled**

This allows users to view all users who belong to those usergroups that have "Viewable on Memberlist" enabled (See [Usergroups & Permissions](#)).

- **Minimum Posts**

You can define a minimum post count that a user must reach before they are displayed on the memberlist.

- **Member List Field Options**

Allows you to select which User Profile fields are viewable on the memberlist.

- **Members Per Page**

The number of records per page that will be shown by default in the members list before the results are split over multiple pages.

- **Allow Advanced Searches**

Allow the use of the advanced search tool for the Member List. If turned off, members will only be able to search by username.

User Banning Options

[Back to Top](#)

vBulletin Options > vBulletin Options > User Banning Options

This section of the Admin Control Panel allows you to set the Banning Options for your forum along with IP bans.

- **Enable Banning Options**

Banning allows you to stop certain IP addresses and email addresses from registering and posting to the forum.

- **Banned IP Addresses**

Use this option to prevent certain IP addresses from accessing any part of your board.

If you enter a complete IP address (242.21.11.7), only that IP will be banned.

If you enter a partial IP (243.21.11. or 243.21.11), any IPs that begin with the partial IP will be banned. For example, banning 243.21.11 will prevent 243.21.11.7 from accessing your board. However, 243.21.115.7 would still be able to access your board.

You may also use an '*' as a wildcard for increased flexibility. For example, if you enter 243.21.11*, many IPs will be banned including: 243.21.11.7, 243.21.115.7, 243.21.119.225.

Warning:

Use this option with caution. Entering an incorrect IP can result in banning yourself or other genuine users from your forums.

- **Banned Email Addresses**

Email address ban lists: You may ban any email addresses from registering and posting. Type in the complete email address (user@example.com), or use a partial email address (as in @example.com).

Note that partial email addresses are matched from the end of the address unless you enable 'Aggressive Email Banning' below. Therefore if you ban @example.com you will ban user@example.com, but if you ban @example that user will not be banned. If you enable 'Aggressive Email Banning', user@example.com would

be banned by @example.

If the email address of a user attempting to register or change their email address matches any of the addresses you specify here will see a no-permission error. For example, if you have banned 'example.com' then a user attempting to use 'someone@example.com' will be rejected.

- **Aggressive Email Banning**

If this option is enabled, when checking for banned emails, incomplete addresses are matched anywhere in the email address, not just the end.

For example, if this option is enabled 'yahoo' will block any email address with 'yahoo' in it. If this option is disabled, no emails will be banned unless the ban was changed to 'yahoo.com'.

- **Allow User to Keep Banned Email Addresses**

If you ban an email address and a user already uses that address, a problem will occur. Using this option, you can specify whether the user will have to enter a new email address in their profile when they next modify their email address, or whether the user can just keep the email address which you have banned.

- **Tachy Goes to Coventry**

This option allows you to effectively add a user or users to every member's 'Ignore List'. However, users in this list can still see their own posts and threads...

Enter a list of userid numbers, separated by spaces (for example: 4 12 68 102).

Note:

If you change this option, you need to rebuild thread and then forum information in [Maintenance > Update Counters](#).

BB Code Settings

[Back to Top](#)

vBulletin Options > vBulletin Options > BB Code Settings

- **Enabled Built-in BB Code Tags**

This setting allows you to enable and disable various built-in BB code tags in vBulletin. The BB Codes that can be enabled or disabled here are:

Basic BB Code (Bold, Italic, Underline)
 Color BB Code
 Size BB Code
 Font BB Code
 Alignment BB Code
 List BB Code
 Link BB Code
 Code BB Code
 PHP BB Code
 HTML BB Code

Note:

Disabling a BB code tag will prevent it from working anywhere on the forum, including signatures, private messages, user notes etc.

- **Maximum [CODE] Lines**

When a user posts a block of [CODE], [PHP] or [HTML] in one of their messages, the system will place it in a box, which expands to contain their message.

This value controls the number of lines at which the box stops adding height and inserts a scrollbar.

- **Allow BB Code in Non Forum Specific Areas**

Allow users to include BB code in non-forum-specific areas? (Such as [b], [i] etc.)

- **Allow Smilies in Non Forum Specific Areas**

Allow users to include smilies in Non Forum Specific Areas?

- **Allow [IMG] Code in Non Forum Specific Areas**

Allow users to include [IMG] codes in Non Forum Specific Areas?

- **Allow HTML in Non Forum Specific Areas**

Allow users to include raw HTML code in Non Forum Specific Areas?

Warning:

Enabling this setting is strongly not recommended.

Message Posting and Editing Options

[Back to Top](#)

vBulletin Options > vBulletin Options > Message Posting and Editing Options

- **Quick Reply**

If you enable Quick Reply, a box will appear on the showthread.php page allowing users to reply to the current thread without needing to load the full newreply.php page.

When Quick Reply is enabled, you may specify whether or not users must click the Quick Reply icon in order to start typing in the Quick Reply editor.

If you choose not to require a click, the system will not know to which post a user is replying, making both the threaded and hybrid display modes nonsensical.

Note:

We strongly recommend that you set the option to require a click if you use Quick Reply and have Threaded Mode available on your forums.

- **Quick Edit**

By enabling Quick Edit, a click on the Edit button in a post will open an editor within that post via AJAX if the visitor's browser is compatible.

Users may use the full editor by clicking the 'Go Advanced' button in the inline editor.

- Multi-Quote Enabled**

If this option is enabled, an additional button will appear on posts. A user may click as many of these buttons as they wish. Once they click a reply button, the content of each of the selected posts will be quoted and shown in the reply window.

- Multi-Quote Quote Limit**

Enter a value to limit the number of quotes that can be created with Multi-Quote, once this limit is reached the user will be unable to add any more quotes.

Note:

The Quote BB code can still be entered manually, this is not a limit on the number of quotes in a post.

- Minimum Characters Per Post**

If this number is set to a value greater than 0, users must enter at least that number of characters in each new post.

Note:

Setting this to 0 will not completely disable the minimum characters per post check. Users must always enter at least 1 character.

- Maximum Characters Per Post**

Posts that contain more characters than the value specified here will be rejected with a message telling the user to shorten their post.

Set the value to 0 to disable this function.

- Maximum Characters Per Thread/Post Title**

Thread and post titles will be limited to this number of characters. Please choose a value larger than 0 and less than 251.

- Ignore Words in [QUOTE] Tags For Min Chars Check**

Setting this option to 'YES' will cause the system to not count words in [QUOTE] tags towards the total number of characters posted.

The primary use for this is to prevent users posting messages with enormous quotes and a single short word of their own.

- Automatically Quote Post / Thread Title**

Setting this to 'Yes' will automatically fill the title field of new posts with either the thread or the parent post title, prefixed by 'Re: '.

The user may specify their own title if they want to do so.

- Maximum Images Per Post**

When a new post is submitted or edited vBulletin will check the number of images and smilies in the text and reject it if the number is greater than the value specified here.

Set the value to 0 to disable this function.

- Prevent 'SHOUTING'**

Prevent your users 'shouting' in their thread titles/message text by changing all-uppercase titles with at least this many characters to capitalization only on the first letters of some words.

Set the value to 0 to disable this function.

Note:

Disable this for some international forums with different character sets, as this may cause problems.

- Minimum Time Between Posts**

You may prevent your users from flooding your forum with posts by activating this feature.

By enabling floodcheck, you disallow users from making another post within a given time span of their last posting. In other words, if you set a floodcheck time span of 30 seconds, a user may not post again within 30 seconds of making his last post.

Note:

Administrators and moderators are exempt from floodcheck.

Recommended: 30 seconds. Type the number of seconds only. Enter 0 to disable this function.

- Time Limit on Editing of Thread Title**

Specify the time-limit (in minutes) within which the thread title may be edited by the user whom started the thread.

- Time Limit on Adding a Poll to a Thread**

Specify the time-limit (in minutes) within which the thread may have a poll added to it.

- Time Limit on Editing of Posts**

Time limit (in minutes) to impose on editing of messages. After this time limit only moderators will be able edit or delete the message. 1 day is 1440 minutes.

Set the value to 0 to allow users to edit their posts indefinitely.

- Time to Wait Before Starting to Display 'Last Edited by...'**

Time limit (in minutes) to allow user to edit the post without the "Last edited by..." message appearing at the bottom of the edited post.

- Log IP Addresses**

For security reasons, you may wish to display the IP address of the person posting a message.

- Post Edit History**

Enable this option to log the previous versions of posts when they are edited.

Edits will not be logged if an 'edited by' notice is not displayed or updated. This occurs in the following situations:

1. The editing user is in a group that does not show edited by notices and no reason for editing is specified.
2. The post is edited quickly enough after being posted to trigger the Time to Wait Before Starting to Display 'Last Edited by...' option.

Note:

This will increase the amount of disk space used by vBulletin for database storage.

Message Posting Interface Options[Back to Top](#)

vBulletin Options > vBulletin Options > Message Posting Interface Options

• Enable Clickable Message Formatting Controls

This global switch allows you to set the available message formatting toolbar and clickable smilies for the Full Editor, Quick Reply and Quick Edit individually. The option set for each one here is the maximum toolbar level available for each area.

• Smiliebox Total Smilies

How many smilies should be displayed in the smiliebox before the user is prompted to click for the more smilies popup window?

Set this value to 0 if you would like to hide the clickable smiliebox completely.

• Smiliebox Smilies Per Row

If the smiliebox is enabled, how many smilies should be shown per row of the box?

• Smilie Menu Total Smilies

Use this option to set the number of smilies that will appear in the WYSIWYG popup smilie menu before the 'show all smilies' link is displayed.

Set this value to 0 if you would like to hide the popup smilie menu completely.

Message Attachment Options[Back to Top](#)

vBulletin Options > vBulletin Options > Message Attachment Options

• Limit Space Taken Up By Attachments (Total)

Use this option to limit the total combined amount of disk space in bytes that all attachments can occupy.

Set the option to 0 to have no disk space limit.

• Attachments Per Post

Number of files that may be attached to a single post. Set to '0' to have no limit.

• Attachment Upload Inputs

This option sets how many attachment upload input boxes are displayed on the upload form.

• Attachment URL Inputs

This option sets how many attachment URL input boxes are displayed on the upload form.

• Allow Deletion of Attachments Beyond Edit Time Limit

Allow users to delete attachments, even if the post edit time limit has been exceeded? If you have attachment quotas enabled then you will need this option enabled to allow users to delete attachments once they reach their quota. The user will still need permission to edit posts in the forum for this to apply.

• Allow Deletion of Attachments in Closed Threads

Allow users to delete attachments from threads that are closed? If you have attachment quotas enabled then you might need this option enabled to allow users to delete attachments once they reach their quota. The user will still need permission to edit posts in the forum for this to apply. If the above option is set to NO then this option will only apply up to the edit time limit setting.

• Allow Duplicate Attached Images

This setting only checks for attachments posted by the user that is making the post.

• Resize Images

If an image is larger than your maximum allowed dimensions or filesize, an attempt to resize it will be tried. This may fail if the image is too large to be successfully processed or if the image type is not supported for resizing. When this option is enabled, you should limit the Attachment Input options above to one, otherwise the uploading of multiple large images by one user could strain your server.

• View Attached Images Inline

If thumbnails are enabled, any image without a thumbnail will be shown as a link, regardless of this setting's status, unless the image size happens to be within the thumbnail size limits.

Set this to 'No' if you want to preserve bandwidth or server processor resources.

• Thumbnail Creation

If your version of PHP supports image functions, you may enable the creation of thumbnails for images. This is the master switch to enable/disable thumbnail display. Go to Attachments -> Attachment Manager -> Edit -> Display to choose what image types will be thumbnailled. You will need to go to Maintenance -> Update Counters -> Rebuild Attachment Thumbnails after changing this setting.

• Thumbnail Size

Maximum width and height that the thumbnail can have. The image will be proportionately resized so that the longest side is no larger than this setting. If you change this setting, you will need to go to Maintenance -> Update Counters -> Rebuild Attachment Thumbnails.

• Thumbnail Quality

Quality of JPG thumbnails. 75 is a good balance between file size and image quality.

• Thumbnails Per Row

How many thumbnails do you wish to display per line on user's post, assuming you allow more than one attachment per post?

• Thumbnail Color

This setting controls the border and label color in the Thumbnail Creation option above. Please specify the color using standard Web Colors.

• Use Image Lightbox

Use the lightbox for quick display of attached image thumbnails rather than instantly loading the full size image on a new page.

Poll and Thread Rating Options[Back to Top](#)

vBulletin Options > vBulletin Options > Poll and Thread Rating Options

• Maximum Poll Options

Maximum number of options a user can select for the poll.

Set this option to 0 to allow any number of options.

- **Poll Option Length**

Maximum length that a poll option can be.

- **Update Thread Last Post on Poll Vote**

If you set this option to 'Yes' the thread's last post time will be updated when a vote is placed, thereby returning it to the top of its parent forum listing.

Note:

This option can cause confusion. The last post time of a thread will be changed with no visible post.

- **Required Thread Rating Votes to Show Rating**

This option specifies the number of thread rating votes that must be cast of a particular thread before the current rating is displayed on forumdisplay.php and showthread.php.

- **Allow Thread Rating Vote Changes**

Allow users to change their original rating of a thread

Message Searching Options

[Back to Top](#)

vBulletin Options > vBulletin Options > Message Searching Options

- **Search Engine Enabled**

Allow searching for posts and threads within the forums. This is a relatively server-intensive process so you may want to disable it if you have problems.

- **Minimum Time Between Searches**

The minimum time (in seconds) that must expire before the user can perform a new search.

Set this to 0 to allow users to search as frequently as they want.

- **Search Results Posts Per Page**

Number of successful search results to display per page.

- **Maximum Search Results to Return**

Any search results over this number will be discarded.

- **Search Index Minimum Word Length**

When using the vBulletin default search, this option limits the size of indexed words. The smaller this number is, the larger your search index, and conversely your database is going to be.

Note:

When using the Fulltext search, this option limits the size of words that may be searched for. Smaller words take longer to search for as they are more common. MySQL Fulltext has its own minimum word length as well that must be changed at the server level.

- **Automatic Similar Thread Search**

Setting this option will cause a search for similar threads to be automatically done when a new thread is posted. These similar threads are then linked to from the newly posted thread's page. This can have an effect on performance.

- **Search Result Sharing**

In order to conserve resources, vBulletin will allow search results to be shared among users for one hour. The downside of this is that search results can appear out of order if a thread is updated in the interim.

- **Similar Threads Relevance Threshold**

For a post to be matched in a search for similar threads, it must have a score of this number or greater, per searchable word. For more information on how post scores are determined, see the Search Algorithms section.

- **Words to be excluded from search**

If there are special words that are very common for your forum, you may wish to remove them from being searchable. Searching for very common words on a large forum can be server intensive. Separate each word with a space.

Message Searching Options (vBulletin Internal Search)

[Back to Top](#)

vBulletin Options > vBulletin Options > Message Searching Options (vBulletin Internal Search)

Words to be Included Despite Character Limit

If there are special words that are important for your forum but are outside the word length limits you specified above, you may enter them here so that they will be included in the search index.

For example, a web-programming forum with a minimum word length of 4 characters might want to include 'PHP' in the search index, even though the word is only 3 characters long.

Separate each word with a space.

Search Index Maximum Word Length

Enter the maximum word length that the search engine is to index. The larger this number is, the larger your search index, and conversely your database is going to be.

Allow Search Wild Cards (yes/no)

Allow users to use a star (*) in searches to match partial words? (Eg: 'bu*' matches 'building' and '*bu*' matches 'vBulletin').

Message Searching Relevance Options (vBulletin Internal Search)

[Back to Top](#)

vBulletin Options > vBulletin Options > Message Searching Relevance Options (vBulletin Internal Search)

Note:

These settings only apply if you are using the vBulletin Search Engine. They do not apply if you are using Full Text Search.

- **Search Relevance Multi-Word Match Bonus Score**

If the search query is for multiple words, this number will be added to the score for the item each time another word from the query is found.

- Search Relevance Date Score**

The newest item in the result set will score this number, with the score decreasing to 0 for the oldest item in the result set.

- Search Relevance Thread Title Score**

Score for a word appearing in the thread title.

- Search Relevance Post Title Score**

Score for a word appearing in the post title.

- Search Relevance Reply Score**

Amount to multiply the number of replies in a thread to get the score for the thread.

- Search Relevance Reply Function**

Allows you to specify a function to operate on the number of replies of a thread.

Works like: = func(\$thread[replies]) * \$repliescore

- Search Relevance View Score**

Amount to multiply the number of views of a thread to get the score for the thread.

- Search Relevance Views Function**

Allows you to specify a function to operate on the number of views of a thread.

Works like: = func(\$thread[views]) * \$viewscore

- Search Relevance Rating Score**

Amount to multiply the average rating of a thread to get the score for the thread.

- Search Relevance Rating Function**

Allows you to specify a function to operate on the average rating of a thread.

Works like: = func(\$thread[rating]) * \$ratingscore

Tagging Options

[Back to Top](#)

vBulletin Options > vBulletin Options > Tagging Options

- Enable Thread Tagging**

This is a global option to enable or disable the thread tagging system. You may choose which usergroups can apply tags to threads in the usergroup permissions section.

- Tag Minimum Length**

The minimum number of characters in a tag name. This can be between 1 and 100.

- Tag Maximum Length**

The maximum number of characters in a tag name. This can be between 0 and 100.

- Thread Tag Banned Words**

These words will be checked in addition to those listed in includes/searchwords.php to form a list of words whose use is banned in tagging.

Separate each word with a space or carriage return.

- Thread Tag Allowed Words**

Words entered here will be allowed as tags, regardless of whether or not their use would be otherwise disallowed due to length, censorship, commonality etc.

If a word is specified in the 'Banned' words group and here, it will be allowed.

Separate each word with a space or carriage return.

- Tag Separators**

This option allows you to specify additional tag separators. Regardless of the value here, a comma will always be used as a separator.

Separate each tag separators with a space. If you would like to use a space in a tag separator, click the "?" for information on the advanced separator syntax.

- Maximum Tags per Thread**

The maximum total tags per thread. No users may add more tags than this to an individual thread.

0 disables this.

- Maximum Tags Applied by Thread Starter**

The maximum number of tags the thread starter can apply. Even if this setting allows it, the number of tags in a thread cannot exceed the "Maximum Tags per Thread" setting.

0 disables this limit. To prevent a user from tagging a thread, use user group permissions.

- Maximum Tags Applied by Other Users**

The maximum number of tags the users other than the thread starter can apply. Even if this setting allows it, the number of tags in a thread cannot exceed the "Maximum Tags per Thread" setting.

0 disables this limit. To prevent a user from tagging a thread, use user group permissions.

- Force Tags to be Lower Case**

If you enable this option, "A" through "Z" will be replaced with "a" through "z" in tag names. Other characters will not be changed.

- Tag Cloud: Number of Tags**

The maximum number of tags to display in the tag cloud.

- Tag Cloud: Number of Levels**

The number of levels to be shown in the tag cloud.

By default, there are 5 levels named level1 to level5, with the font size growing from its smallest size at level 1 to its largest at level 5.

Increasing this value above 5 requires a template change.

- Tag Cloud: Cache Time**

Amount of time in minutes before the tag cloud data cache is regenerated.

A value of 0 will generate the tag cloud on each view.

- Tag Cloud: Usage History (Days)**

The number of days worth of data that should be used to generate the usage-based tag cloud here.

Tags added more than this many days ago will not change the size of the link in the cloud.

- Tag Cloud: Build Usergroup**

The tag cloud pulls together data from threads in many forums. Users may not be able to see all the threads that make up the tag cloud results. With this option, you can force the tag cloud to be built as if it were viewed by a particular usergroup.

Live permission checking is the most accurate, but disables the above specified caching.

- Enable Search Tag Cloud**

This option controls whether a tag cloud relating to the frequency of tag searches is shown at the bottom of the advanced search.

A usage-based tag cloud is always shown here.

- Search Tag Cloud: History (Days)**

Amount of days that the system will keep a record of tag searches for use in the search tag cloud.

0 means to use all data available.

Forums Home Page Options

[Back to Top](#)

vBulletin Options > vBulletin Options > Forums Home Page Options

- Script Name for Forum Home Page**

This option allows you to set the script name of the page that acts as your forum home page. By default this will be 'index' (meaning index.php but you may want to call it 'forum' or whatever else you like for your own purposes).

Note:

If you change this value you must manually rename the forumhome PHP script to match the new value.

- Display Logged in Users?**

Displays those users that have been active in the last XXX seconds on the home page, where XXX is the value specified by your Cookie Time-Out option (Default is last 15 minutes). Not recommended for sites with hundreds of simultaneous users. The Alphabetical option requires more resources than the random option.

- Display Today's Birthdays?**

Displays today's birthdays for those usergroups that have birthday display enabled (see [User Groups->Usergroup Manager](#)).

- Display Calendar Events?**

Choose the number of upcoming days that you wish to display upcoming events from.

Set to 0 to disable upcoming events.

- Display Custom Holidays**

Display upcoming custom holidays in the above events list?

- Upcoming Event Type**

Choose the method by which you wish to display the upcoming events if the "Display Calendar Events" option is enabled.

- Active Members Time Cut-Off**

Enter a number of days here that represents a threshold for 'active' members. If a user has visited the board within the past number of days you specify, they are considered 'active'.

Enter '0' to treat all members as 'active'.

- Active Members Options**

Using the boxes here, you can choose to show only birthdays for those members considered 'active', and to show or hide the total number of 'active' members.

A member is considered 'active' if they have visited the board within the number of days specified in 'Active Members Time Cut-Off'.

Forum Listings Display Options

[Back to Top](#)

vBulletin Options > vBulletin Options > Forum Listings Display Options

- Depth of Forums - Forum Home**

Depth to show forums on forum home forum listings. If you set this value to '2', forum listings will show the current forum level and any child forums one level below (etc.)

- Depth of Forums - Forum Display**

This setting does the same job as the setting above, but this time for forumdisplay.php pages, rather than forum home.

- Depth of Sub-Forums**

If you have forums below the depth specified in the 'Depth of Forums' settings above, you can display them as sub-forum links in each forum's display area.

Set this value to 0 if you want to display no sub-forums.

- Show Forum Descriptions in Forum Listings**

Show forum descriptions below forum titles in forum listings?

- Show Private Forums**

Select 'No' here will hide private forums from users who are not allowed to access them. Users who do have permission to access them will have to log in before they can see these forums too.

This option applies to any forum listing, including the Forum Jump menu, and Search Results.

- Show Lock Icons to Users**

Do you wish to have the new post indicators shown on the index page (on.gif and off.gif) be shown with locks to guests and other members who have no permission to post?

- Last Thread Title Maximum Displayed Characters**

This value will chop the title of the last thread posted down to a specific number of characters for its display on a forum listing.

A value of 0 will not trim the titles at all.

- Show Moderator Column**

Turns the moderator column on and off for forumhome, forumdisplay and usercp.

- Show Thread Prefix in Last Post Column?**

You may choose to show a thread's prefix in the last post column, along with the title. This will increase the size of the data included in that column, however.

Forum Display Options (forumdisplay)

[Back to Top](#)

vBulletin Options > vBulletin Options > Forum Display Options (forumdisplay)

- Enable Forum Description**

This option displays the forum description in the navbar. Helps visitors to know what the topic of a forum is, as well as possibly increasing search engine rankings.

- Show Users Browsing Forums**

Enabling this option will show the current users browsing a particular forum on forumdisplay.php while adding one query. This can have an effect on performance. The Alphabetical option requires more resources than the random option.

- Maximum Displayed Threads Before Page Split**

The number of threads to display on a forum page before splitting it over multiple pages.

Note: This number must be at least 1.

- Show Sticky Threads on All Pages**

Select 'Yes' to show sticky threads on every forumdisplay.php page, regardless of page number. Set 'No' to only display them on page one.

- Highlight Threads in Which User Has Posted**

When this feature is enabled, a logged in user will see an 'arrow' (or whatever graphic you choose) on the folder icons (hot folders, new folders, etc.) next to the threads that they have posted in.

- Hot Threads Enabled**

Hot threads indicate threads with a lot of activity.

- Hot Threads Qualifying Views**

If 'Hot Threads' are enabled, threads with the specified number of views or more will be shown as hot.

- Hot Threads Qualifying Posts**

If 'Hot Threads' are enabled, threads with the specified number of posts or more will be shown as hot.

- Multi-Page Thread Links Enabled**

Link to individual pages of a thread spanning multiple pages on the forum listing?

- Multi-Page Thread Maximum Links**

When linking to multiple pages in the forum display, this allows you to set the cut-off point on which long posts stop adding more page numbers and are replaced by 'more...'

- Length of Thread Preview Text**

This setting allows you to specify how many characters of the first post in a thread to display in the 'title' tag of the thread title on the forumdisplay page.

Set this value to 0 to disable thread previews.

- Group Announcements**

Combine a forum's announcements into one listing, where the newest announcement is displayed?

Setting this to No lists all active announcements individually in their applicable forums

Thread Display Options (showthread)

[Back to Top](#)

vBulletin Options > vBulletin Options > Thread Display Options (showthread)

- Show Users Browsing Threads**

Enabling this option will show the current users browsing a particular thread on showthread.php while adding one query. This can have an effect on performance. The Alphabetical option requires more resources than the Random option.

- Maximum Displayed Posts Before Page Split**

The number of posts to display on a thread page in linear or hybrid mode before splitting it over multiple pages.

Note: This number must be at least 1.

- User-Settable Maximum Displayed Posts**

If you would like to allow the user to set their own maximum posts per thread then give the options separated by commas. Leave this option blank to force users to use the 'Maximum Displayed Posts Before Page Split' setting above this option.

Example setting: 10,20,30,40

- Show Default Post Icon**

If you would like to use a default icon for messages without an icon, enter the path to the image here.

- Number of Characters Before Wrapping Text**

If you want posts to automatically insert spaces into long words to make them wrap after a certain number of characters, set the number of characters in the box above.

If you do not want this to occur, enter 0.

Note:

This should be set to 0 with some language sets

- Check Thread Rating**

If enabled, this option will check if a user voted on a thread and show their vote if they have. Otherwise, they will see the voting options even if they are not able to vote again. This can have an effect on performance.

- Check Thread Subscription**

If enabled, this option will notify the user that they are subscribed to a thread by displaying a small icon when viewing forumdisplay and search results. It will also change the "Subscribe to this thread" text on showthread to "Unsubscribe from this thread". This can have an effect on performance.

- Show Similar Threads?**

Set this value to 'Yes' if you would like to see 'similar threads' displayed on the show thread page.

Note:

This setting will only work if you have 'Automatic Similar Thread Search' enabled in the message searching options section.

- Post Elements**

There is optional user information that you may display on each post. These options require a bit of processing time to calculate. This information includes Age, Reputation Power and Infractions

- Enable Social Bookmarking**

Use this switch to quickly disable the display of the bookmarks section of the page, on which links to social bookmarking sites (set up through the Social Bookmarking Manager) are shown.

Note:

Social bookmarking links will only be displayed in guest-viewable threads.

Threaded / Hybrid Mode Options (showthread)

[Back to Top](#)

vBulletin Options > vBulletin Options > Threaded / Hybrid Mode Options (showthread)

- Enable Threaded / Hybrid Mode**

Use this setting to enable or completely disable the Threaded and Hybrid thread display modes.

- Use Threaded Mode by Default**

Set this value to 'Yes' if you would like users (who have not explicitly set a preference) to view threads in the threaded display mode.

Note:

This setting will have no effect if 'Enable Threaded / Hybrid Mode' is set to 'No'.

- Threaded Mode: Posts Depth**

When in the threaded display mode, a list of posts within the current thread is displayed at the bottom of the page. This option allows you to set how 'deep' this list displays beyond the currently selected post.

- Threaded Mode: Maximum Cached Posts**

When in the threaded display mode, a list of posts within the current thread is displayed at the bottom of the page. This option allows you to set how 'deep' into the tree of posts that vBulletin uses the Javascript 'caching' mechanism. This makes the initial download larger, but means that the page does not have to be reloaded for every post that is viewed.

- Threaded Mode: Trim Titles**

This value will chop the title of the thread titles in the viewing pane down to a specific number of characters. A value of 0 will not trim the titles at all.

Private Messaging Options

[Back to Top](#)

Admin Control Panel > vBulletin Options > Private Messaging Options

Private Messaging Enabled (yes/no)

Turns the entire private messaging system on and off.

Instant Messaging Support - Check for New Private Messages (yes/no)

Selecting 'Yes' for this option will cause the system to check the private message database every time a user loads a page, and will display a visible prompt if a new message has just been saved.

Maximum Characters Per Private Message (default: 5000)

Maximum characters to allow in a private message.

Set this to 0 for no limit.

Floodcheck - Minimum Time Between Messages (default: 60)

Private Message Flood Checking. Select the minimum time that must pass before a user can send another private message. This is to prevent a single user 'spamming' by sending lots of messages very quickly.

Set this to 0 to disable the option.

Default Messages Per-Page (default: 50)

This setting allows you to define the default number of messages displayed per-page on the private messages listings pages.

Maximum Messages Per-Page (default: 100)

This setting allows you to limit the number of messages users may display per page on the private messages folder view pages.

Allow Message Icons for Private Messages (yes/no)

Allow the use of the standard message icons for private messages.

Allow vB Code in Private Messages (yes/no)

Allow users to include vB Code in their Private Messages? (Such as [b], [i] etc.)

Allow Smilies in Private Messages (yes/no)

Allows users to include smilies in their Private Messages.

Allow [IMG] Code in Private Messages (yes/no)

Allows users to include [IMG] codes in their Private Messages.

Allow HTML in Private Messages (yes/no)

Allow users to include raw HTML code in their Private Messages?

(Strongly not recommended.)

Who's Online Options

[Back to Top](#)

The vBulletin Options > vBulletin Options > Who's Online Option allows you to control the display of <http://www.example.com/forums/online.php>.

- **Who's Online Enabled**

This is the master switch for the Who's Online page. If you select no, anyone who tries to access the page will be shown a no permission page.

If you select yes, you may still control usergroup permissions for Who's Online via Usergroups > Usergroup Manager.

- **Who's Online Refresh Period**

If you set this to a value greater than 0, after that many seconds of being on the same page in Who's Online, your browser will automatically refresh the page.

- **Who's Online Display Guests**

Controls whether guests are shown on Who's Online. Browsing registered users are always shown.

- **Who's Online Resolve IP Addresses**

If you have permission to view IP addresses on Who's Online, this controls whether you will be shown a raw IP address or something that has been resolved to a name-based host. The name-based host cannot always be resolved, but when it can additional information about the browsing user can be more easily determined (for example, his or her Internet Service Provider).

Resolving IP addresses to names is a very slow process. If you have problems displaying Who's Online, you should disable this option.

- **Enable Spider Display**

Controls whether spiders are shown as spiders instead of guests on Who's Online. Identification of spiders is controlled via an XML file, which is discussed [here](#).

Identifying Spiders on Who's Online

[Back to Top](#)

If you have set the "[Enable Spider Display](#)" to yes, the file includes/xml/spiders_vbulletin.xml is used to determine how a spider is identified.

The file looks similar to this:

```
<?xml version="1.0" encoding="ISO-8859-1"?>

<searchspiders>
    <spider ident="http://www.almaden.ibm.com/cs/crawler">
        <name>Almaden Crawler</name>
        <info>http://www.almaden.ibm.com/cs/crawler/</info>
        <email>crawler@us.ibm.com</email>
    </spider>
    <spider ident="Ask Jeeves">
        <name>AskJeeves</name>
    </spider>
    <spider ident="Googlebot">
        <name>Google</name>
    </spider>
    <spider ident="Mediapartners-Google">
        <name>Google AdSense</name>
        <info>https://www.google.com/adsense/faq</info>
        <email>adsense-support@google.com</email>
    </spider>
    Place additional spiders here!
</searchspiders>
```

If you want to add spiders to the list, you should add them in place of the red text (just before "</searchspiders>").

At the minimum, you should provide the ident attribute and the name tag. Other tags are simply for your information and not used. The ident attribute is used to distinguish a regular guest from a spider. The value of this attribute is looked up in the browsing user's user agent (what the user's browser identifies him/her as). If a match is found, the value of the name tag is displayed on Who's Online.

Search Engine Friendly Archive

[Back to Top](#)

Admin Control Panel > vBulletin Options > vBulletin Options > Search Engine Friendly Archive

Forum Archive Enabled (yes/no)

The Search-Friendly Archive works only under the Apache web server with PHP compiled as a module.

It provides a basic structure that search engines can spider to grab all the content on your site.

Display Simple View of Threads (yes/no)

By default, threads in the Archive are displayed in a simple manner. Set this to no to have the real threads linked from the archive.

Forum Archive Threads Per Page (default: 250)

The number of threads to display per page in the threads listing.
This is done on a per-forum basis.

Forum Archive Posts Per Page (default: 250)

The number of posts to display per page in the thread listing.

Note:

On your own forum you can find the Archive here: <http://www.yourforum.com/forumdir/archive/>
(live example: <http://www.vbulletin.com/forum/archive/>)

Admin Control Panel Options

Admin Control Panel > vBulletin Options > vBulletin Options > Admin Control Panel Options

[Back to Top](#)

Control Panel Style Folder

This setting allows you to specify an alternative style for the Admin / Moderator Control Panels, based on a folder contained within the 'cpstyles/' folder. The style you select here will be displayed to all Moderators, and any Administrators who have not expressed their own preference.

Comes default with 5 different Admin Control Panel Styles to choose from. You can set a default here, but upon login one could select the style they prefer.

Folders in the 'cpstyles' folder must contain at least the following:

- controlpanel.css
- cp_logo.gif
- cp_help.gif

Timeout Admin Login (yes/no)

After a period of inactivity, Administrators are logged out of the Admin Control Panel. If this option is set to yes, the inactivity period will be the same as the Cookie Timeout setting found in vBulletin Options -> Help Cookies and HTTP Header Options (defaults to 15 minutes). If this option is disabled, then the period will be one hour.

Logins to the admincp are more secure with this enabled.

Control Panel Quick Statistics (yes/no)

Displays the 'Quick Stats' on the main index page of the Admin Control Panel.

Forum Manager Display

There are three options for the display of the Forum Manager:

- **Default** - Displays all of the forums on one page but may not work on all browsers, especially if you have a large number of forums.
- **Collapsible** - Allows collapsing/expansion of certain forums within the forum manager. This may reduce the ease of usability of the forum manager, but will prevent rendering problems with the dropdown menus with certain browsers/operating systems.
- **Single** - Display a single dropdown from which you may choose the forum you wish to modify. This is most useful if you have a large number of forums.

User Editor Columns

Number of columns to display in user editor. Smaller resolutions will probably want to set this to 1.

External Data Provider

[Back to Top](#)

Besides the main forums, the search friendly archive and the printable version of a thread, you can also choose to turn on the external data provider. (vBulletin Options > vBulletin Options > External Data Provider)

Here you can select which type can be turned on/off. You can choose between javascript, rss and/or xml.

External Data Provider		Help 
Enable External Javascript		
This setting allows you to enable/disable the Javascript content syndication system that allows you to embed vBulletin data in HTML pages.		
<input checked="" type="radio"/> Yes <input type="radio"/> No 		
Enable RSS Syndication		
This setting allows you to enable/disable the RSS content syndication system.		
<input checked="" type="radio"/> Yes <input type="radio"/> No 		
Enable Podcasting (RSS Enclosure)		
This option includes the first attachment of each thread as an enclosure within RSS2 feeds. This is the method by which <u>Podcasting</u> is enabled for your forums. iTunes specific settings are configured per forum in the Forum Manager.		
<input checked="" type="radio"/> Yes <input type="radio"/> No 		
Enable XML Syndication		
This setting allows you to enable/disable the XML content syndication system.		
<input checked="" type="radio"/> Yes <input type="radio"/> No 		
Thread Cutoff		
This value controls how many days in the past that updated threads will be chosen from. Busy forums will want a smaller number. The smallest valid value is 1 day; the default is 30 days.		
<input type="text" value="30"/> 		
Cache Lifespan		
This setting controls how long thread content will be cached (in minutes). Valid settings are 1 to 1440, anything else will be treated as the default value of 60. The higher this value is, the less resources will be used by the External Data Provider system.		
<input type="text" value="1"/> 		
<input type="button" value="Save"/> <input type="button" value="Reset"/>		

- Enable External Javascript**

This setting allows you to enable/disable the Javascript content syndication system that allows you to embed vBulletin data in HTML pages.

If you set this option to 'yes', you can call it by going to:
<http://www.example.com/forum/external.php?type=js>

You could use javascript directly in your html pages to control the returned data.

- Enable RSS Syndication**

This setting allows you to enable/disable the RSS 0.91, 1.0, and 2.0 content syndication system.

If you set this option to 'yes', you can call it by going to:

<http://www.example.com/forum/external.php?type=rss>
<http://www.example.com/forum/external.php?type=rss1>
<http://www.example.com/forum/external.php?type=rss2>

(example) There is a news-plugin, 'Good News', for [Trillian](#) which lets you use RSS feeds to get the latest information posted in your Trillian program.

- Enable Podcasting (RSS Enclosure)**

This option includes the first attachment of each thread as an enclosure within RSS 2.0 feeds. If the feed is requested with &lastpost=1 appended to the url then the first attachment of the last post in the thread will be included. This is the method by which Podcasting is enabled for your forum. iTunes specific settings are configured per forum in the [Forum Manager](#).

The iTunes specific features will be only included if a specific forum is specified via the addition of &forumids=X where X is the forumid.

- Enable XML Syndication**

This setting allows you to enable/disable the XML content syndication system.

If you set this option to 'yes', you can call it by going to:
<http://www.example.com/forum/external.php?type=xml>

- Thread Cutoff**

This value controls how many days in the past that updated threads will be chosen from. Busy forums will want a smaller number. The smallest valid value is 1 day; the default is 30 days.

- Cache Lifespan**

This setting controls how long thread content will be cached. Valid settings are 1 to 1440, anything else will be treated as the default value of 60.

vBulletin uses a an internal cache system as well as a http cache to lessen the load of calls to external.php.

- Maximum External Records**

This option limits the maximum amount of records that can be returned by the external data provider. By default 15 records will be returned. This option allows the user to tack on &count=X to their RSS feed to retrieve more records.

When you are done, click the [Save] button to apply the changes.

Implementing the External Data Provider

[Back to Top](#)

The External Data Provider is used to syndicate this information to external websites. This feature uses the permissions for the Unregistered / Not Logged In usergroup. If that usergroup doesn't have permissions to view the forum, the feeds will not work.

Below are examples on how you can control what is shown on these websites.

To syndicate in a Javascript format you would call the following URL from your external site. This will require additional javascript on the external site (an example is listed below).
www.yourdomain.com/forumpath/external.php?type=js

Example Code:

```
<script src="http://www.yourdomain.com/forumpath/external.php?type=js" type="text/javascript"></script>
<script type="text/javascript">
<!--
for (i in threads)
{
document.writeln(threads[i].title + " (" + threads[i].poster + ")<br />");
}
//-->
</script>
```

The External Data Provider also gives alternative feeds in commonly used formats. These are useful if you have external readers or a script to read them already. These feeds are available in XML, RSS .91, RSS 1.0 and RSS 2.0 so it should fit a wide variety of readers. The system defaults to RSS 2.0 so if you leave off the type, that is what you get. RSS 1.0 and 2.0 feeds will include HTML markup and attachments unless `&nohtml=1` is added to the feed url. Many aggregates support HTML markup and so posts will appear close to how they would appear when viewed on the forum.

The URLs to access these feeds are:

XML - www.yourdomain.com/forumpath/external.php?type=xml
RSS - www.yourdomain.com/forumpath/external.php?type=rss
RSS 1.0 - www.yourdomain.com/forumpath/external.php?type=rss1
RSS 2.0 - www.yourdomain.com/forumpath/external.php?type=rss2

You can refine the listings by specifying forumids in the path. For multiple forums separate them with a comma. This will limit the feed to the specified forums only. (*Below example uses xml as type, but it works with rss, rss2, and js too*)

<http://www.vbulletin.com/forum/external.php?type=xml&forumids=1,2,3,4>

Threads will be returned in descending order based on the date of their creation. Description information will be returned from the first post of the thread.

If `&lastpost=1` is added to the feed URL, threads will be returned in descending order based on the date of the last post of the thread. Description information will be returned from the last post of the thread.

If vBulletin Options > External Data Provider > Enable Podcasting is enabled, the first attachment of the post will also be returned within an `<enclosure>` tag. The enclosure tag is used within iTunes and other RSS aggregates to allow files to be downloaded from the feed.

Error Handling & Logging

[Back to Top](#)

Admin Control Panel > vBulletin Options > vBulletin Options > Error Handling & Logging

Log Database Errors to a File

If you would like to log all database errors to a file, enter the path to the file here. The file will be saved as `{filename}.log`.

Note:

Please note that the directory in which this file is to be created **must** be writable by the web server.

Log Failed Admin Control Panel Logins to a File

If you would like to log all failed Admin Control Panel login attempts to a file, enter the path to the file here. The file will be saved as `{filename}.log`.

Note:

Please note that the directory in which this file is to be created **must** be writable by the web server.

Log PHP Errors to a File

If you would like to log all PHP fatal errors to a file, enter the path to the file here. The file will be saved as `{filename}.log`.

Note:

Please note that the directory in which this file is to be created **must** be writable by the web server.

Log Emails to a File

If you would like to log all emails to a file, enter the path to the file here. The file will be saved as `{filename}.log`. You should only enable email logging if you suspect problems with the email system within vBulletin.

Note:

Please note that the directory in which this file is to be created must be writable by the web server.

Maximum File Size of Error Logs (default: 1048576)

If you would like your vBulletin error logs to be rotated when they reach a certain size, enter the maximum file size in bytes here.

1048576 bytes = 1 megabyte.

When a log file reaches this size, it will be renamed as `{filename}{unix timestamp}.log` and a new file will be created.

Set this value to 0 to disable log rotation.

Disable Database Error Email Sending (yes/no)

If you would like to prevent vBulletin from sending email to the \$config['Database']['technicalemail'] address you specified in config.php, set this value to 'Yes'.

- Error reports about database connection errors will still be sent.
- It is not recommended that you set this value to 'Yes' unless you are logging database errors to a file. (see above)

Paid Subscriptions

vBulletin Options > vBulletin Options > Paid Subscriptions

[Back to Top](#)

Paid Subscription Email Notification

An email will be sent to this email address when a paid subscription is purchased or reversed.

Note:

The main Paid Subscription settings are found at Paid Subscriptions > Paid Subscription Manager. The main manual section relating to Paid Subscriptions can be found [here](#)

Plugin/Hook System

Admin Control Panel > vBulletin Options > vBulletin Options > Plugin/Hook System

[Back to Top](#)

Enable Plugin/Hook System (yes/no)

This setting allows you to globally enable or disable the plugin/hook system.

The plugin/hook systems allows for insertion of arbitrary code into specific locations in the PHP files without having to edit the files (see [Plugin Manager](#)). This can be used to extend the functionality of vBulletin without hacking. When upgrading to future versions you do not have to re-apply these modifications to the original vBulletin files, making upgrading an easier task.

By switching the system off, only vBulletin-native code will be run, so it can be used to establish whether errors exist within vBulletin itself or in plugin code.

Note:

You can code these plugins yourself or download existing ones from the official resource community at <http://www.vBulletin.org/>. Please note that these plugins are unofficial and are not supported by Jelsoft.

Warning:

If you have attempted to import a product or a plugin and run into the problem of being unable to navigate/work with your forum or control panel you might require to update the config.php file with this variable, which will force-disable the hook system. Allowing you to restore your forum and uninstall the bad code/plugin.

```
define('DISABLE_HOOKS', true);
```

(Remove from the config.php file when done.)

Spam Management

vBulletin Options > vBulletin Options > Spam Management

[Back to Top](#)

vBulletin Anti-Spam Key Powered by Akismet

Enter a vBulletin Anti-Spam service key to enable scanning of user data where supported.

You can get an anti-spam key here: <http://www.akismet.com>

Spam Scanning Post Threshold

This setting controls how many of a user's posts will be scanned by the Anti-Spam Service. Once a user's post count exceeds this threshold, his or her posts will not be scanned for spam content. To always scan posts set this value to 0.

Download / Upload Options

[Back to Top](#)

vBulletin gives you the ability to download and upload options settings for installed products, including vBulletin itself.

To download options choose Download / Upload Options from the vBulletin Options section of the admin control panel.

From there you can choose the product you wish to download, vBulletin will export a XML file that you can use at a later date to upload.

To upload settings for a product, on the same Download / Upload Options page there is a section to Import Settings XML File, from there you can choose a file to upload.

Backup / Restore Options

[Back to Top](#)

From the main vBulletin Options section, there is the ability to backup the options of each product including vBulletin itself.

This is useful when backing up a board or moving an install from one site to another, or for replicating a board from a test environment to a live site, or visa versa for testing purposes.

To download and back the settings, choose the product you wish to download from the select list and click backup.

To restore either upload the XML file from your computer or restore the XML file from your server, do that by either locating the file to upload then clicking restore or giving the path to the XML settings file on your local server, then clicking restore.

Blacklisted settings by default are ignore, though you can override that with the option during restore.

Blacklisted options are ignore because they are specific to the server and local settings and will need to be changed when moved so its better to use the local setting of the server you are restoring to, by default the following are blacklisted :

- subscriptionmethods
- attachfile
- attachpath
- usefileavatar
- avatarpAth
- avatarurl
- profilepicpath
- profilepicurl
- sigpicpath
- sigpicurl
- fulltextsearch
- cookiepath
- cookiedomain

Settings can be added and removed from the blacklist in debug mode.

Search Type

[Back to Top](#)

vBulletin supports two types of search indexing. Fulltext searching uses a search index that is constructed by MySQL itself, whereas vBulletin's own search feature uses its own index.

You set the search type here:

Admin CP -> vBulletin Options -> Search Type

By default, vBulletin will use its internal indexing feature. The results of this indexing process is stored in two tables, word and postindex. This provides a fast search mechanism but can cause problems on larger forums due to the ever increasing size of these tables. Each unique word is indexed in the word table and each occurrence of the word is indexed in the postindex table. To get around the large amount of space these tables can occupy we implemented MySQL Fulltext Search. The search type screen allows you to switch between the two of these. It is a simple toggle so submitting the screen switches between the two modes.

When switching a forum to the fulltext search mode, you will want to consider emptying the indices that the default search engine built. These indices are not used by the fulltext search and consume a large portion of your database. You should be certain that you are going to permanently use the fulltext search before removing these indices since, generally, it takes a lot of time and server load to rebuild these indices. Another consideration is during any time that the fulltext option is enabled, these indices will not be updated by any new posts. Using fulltext search for an extended period of time will leave these indices stale and you may still wish to rebuild them.

Note:

The minimum and maximum length of words to be indexed is defined by the ft_min_word_len and ft_max_word_len system variables (available as of MySQL 4.0.0). The default minimum value is four characters. The default maximum depends on your version of MySQL. If you change either value, you must rebuild your FULLTEXT indexes. For example, if you want three-character words to be searchable, you can set the ft_min_word_len variable by putting the following lines in an option file:

```
[mysqld]
ft_min_word_len=3
```

Then restart the server and rebuild your FULLTEXT indexes. Also note particularly the remarks regarding myisamchk in the instructions following this list.

For more on Fulltext Search from MySQL please visit:

<http://dev.mysql.com/doc/refman/5.0/en/fulltext-fine-tuning.html>

You can also empty these indices in the Update Counters section of Maintenance.

You may want to optimize the postindex and word tables afterwards by going to the Repair / Optimize Tables section of Maintenance.

Human Verification

[Back to Top](#)

The Human Verification system is designed to stop the spamming of forums by automated processes.

This system will not stop spammers who manually spam your forums as there is nothing that can prevent those users. The spammers who uses programs to mass spam are the larger issue and this system goes along way towards foiling them.

An Introduction to Human Verification

[Back to Top](#)

There are three Human Verification options provided as of vBulletin 3.7.

- **Image Verification** - Image verification presents a series of distorted numbers and letters that the user is required to enter. Either GD2 or ImageMagick support is required from your PHP server in order to use this option. This is the classic option that most users are accustomed to encountering. Disabled users will be blocked with this option.
- **Question & Answer Verification** - Question & Answer verification employs a random question challenge with a predefined set of appropriate answers. The questions and answers must be defined by the administrator. This allows the questions to be tailored to the forum content as well as preventing a common set of questions from becoming prevalent across a large section of vBulletin forums. Maintaining unique questions is required for this option to be successful. This option should be accessible to any impaired user that is able to use the Internet.
- **reCAPTCHA** - reCAPTCHA employs an image verification provided by recaptcha.net. Two obscured words are provided for the user to enter. This feature offers the user the option to choose an audio test.

The human verification option is selected in the Human Verification Manager. From here, you may choose the library to use and set options specific to the library.

Human Verification Options

Human Verification Library

Choose the verification type that you wish to present to the user.

[Edit] [Delete]

Image Verification
An image consisting of letters in varying fonts/shapes/sizes will be shown to the user. The appearance of this image is dictated by several options that you may control.

Question and Answer Verification
Questions provided by you that must be answered appropriately for verification.

reCAPTCHA Verification
An image containing two words will be shown to the user. This verification supports audio, allowing blind users to register.

Image Verification

[Back to Top](#)

Image Verification Options

Image Verification Library

Choose the image processing library that vBulletin will use for generating Image Verification. If the GD (True Type) option doesn't work, please ask your host to recompile PHP with **FreeType 2** support.

Imagemagick must have a valid path specified in the [Image Settings](#).

GD



ImageMagick



Image Verification Options

There are several options that allow you to control the level of difficulty presented by the image verification.

Random Font Random Font Size
 Random Slant Random Color
 Random Shapes

Image Verification Options

The difficulty of the image verification image can be controlled with these settings. The more options that are enabled, the more difficult it will be for your users to identify the text. Enabling a setting will cause that option to be applied to each character.

- **Random Font** - This option causes each letter and number to be selected from a random font.
- **Random Font Size** - This option causes each letter and number to be randomly sized.
- **Random Slant** - This option causes each letter and number to twist at a random angle to the right or the left.
- **Random Color** - This option causes each letter and number to appear in a random color.
- **Random Shapes** - This option will add random patterns and lines to the image. This option can make the image extremely difficult to discern.

The fonts and the background images that are used for Image Verification can easily be changed. Making your image verification unique is key to making it successful. The fonts are located in the images/regimage/fonts directory of your forum. You may upload any .TTF (True Type Font) here. Image Verification will immediately begin to use your font. The background images are located in the images/regimage/backgrounds directory of your forum. You should use 201x61 pixel jpg images for backgrounds. Uploaded background images will immediately be used by your forum.

Image Verification Library

vBulletin provides two options for generating the [dynamic image verification](#) image.

The first is GD, which is bundled with PHP 4.3.0 and later. The GD v2+ library is required along with having PHP [compiled with freetype2 support](#). Having PHP compiled with freetype1 will sometimes result in the font not displaying.

The second supported library is [ImageMagick v6](#) by ImageMagick Studio LLC. ImageMagick is an executable binary that must be installed at the server level to be called by PHP. Only the *identify* and *convert* binaries from ImageMagick are required by vBulletin. Imagemagick must be compiled with Freetype support in order to display the proper image verification.

If you do not have ImageMagick available, then your Image Verification options will look like this instead of the image at the top of the page:

Image Verification Options

Image Verification Library

Choose the image processing library that vBulletin will use for generating Image Verification. If the **GD (True Type)** option doesn't work, please ask your host to recompile PHP with **Freetype 2** support.

Imagemagick must have a valid path specified in the [Image Settings](#).

GD  [?](#)

Image Verification Options

There are several options that allow you to control the level of difficulty presented by the image verification.

<input checked="" type="checkbox"/> Random Font	<input checked="" type="checkbox"/> Random Font Size
<input checked="" type="checkbox"/> Random Slant	<input checked="" type="checkbox"/> Random Color
<input type="checkbox"/> Random Shapes	

[Save](#) [Reset](#)

Question & Answer Verification

[Back to Top](#)

Question & Answer Verification Options				
Question	Answers	Regex	Date	Controls
What is 1 + 1?	4	No	12:55, 16th Oct 2007	Edit Go
Who is the president of the USA?	1	Yes	14:14, 16th Oct 2007	Edit Go
What color is black?	1	No	14:25, 16th Oct 2007	Edit Go

[Add New Question](#)

Question & Answer Options

An unlimited amount of questions may be specified and each question may have an unspecified amount of answers.

To add a new question, select the [Add New Question] button. Existing questions may be deleted, modified or have answers modified by selecting the controls on the right of the question.

Before adding any questions, the following screen will be shown:

Question & Answer Verification Options

You have not specified any questions. No validation will happen until a question is added.

[Add New Question](#)

New Questions

[Back to Top](#)

The following screen is presented to you after selecting to [Add New Question]

Add New Question

Question	<input type="text"/>
Answers are added after the question is created.	
Regular Expression	<input type="text"/>
You may require the input field to match a regular expression (PCRE).	

[Save](#) [Reset](#)

Question - This is the question that the user will be asked to solve.

Regular Expression - You may require the answer to match a PCRE-type regular expression. You are not required to provide answers to a question if you choose to define a regular expression as satisfying the answer. You may also offer both a regular expression and a list of answers if you wish.

(Do not start or end the expression with an escape character)

Examples:

`^[A-Z]+$` - Characters from A-Z only
`^[A-Z]+$` - Characters from A-Z including space
`^[A-Z0-9]+$` - Alphanumeric characters including space
`^[\x20-\x7E]+$` - ASCII characters from 32-127

See [PHP.net](#) for more information on regular expressions.

Answers may be added after the question is saved.

[Adding Answers](#)

[Back to Top](#)

[Modifying Questions](#)

The following screen is presented to you after selecting to edit an existing question

Question: What is 1 + 1? (id: 3)

Question [Translations]	What is 1 + 1?
Regular Expression You may require the input field to match a regular expression (PCRE).	
Save Reset	

Answers

Answer	Controls
2	Edit Go
two	Edit Go
dos	Edit Go
Add New Answer	

Question - This is the question that the user will be asked to solve. You may translate it into other languages by using the Translations link.

Regular Expression - You may require the answer to match a PCRE-type regular expression. You are not required to provide answers to a question if you choose to define a regular expression as satisfying the answer. You may also offer both a regular expression and a list of answers if you wish.

(Do not start or end the expression with an escape character)

Examples:

`^[A-Z]+$` - Characters from A-Z only

`^[A-Z]+$` - Characters from A-Z including space

`^[A-Z0-9]+$` - Alphanumeric characters including space

`^[\x20-\x7E]+$` - ASCII characters from 32-127

See [PHP.net](#) for more information on regular expressions.

You may add a new answer by selecting the [Add New Answer]. Existing answers can be modified or deleted by using the controls to the right of the answer.

Modifying Answers

The following screen is presented to you after selecting to modify an answer

[Back to Top](#)

Question: What is 1 + 1? (id: 3)

Answer	2
Save Reset	

The answer supplied by the user must match exactly, except for case. Lowercase uppercase will be treated the same when evaluating responses.

reCAPTCHA Verification

[Back to Top](#)

reCAPTCHA™ Verification Options

reCAPTCHA™ Public Key	Help ?	
Public key provided to you by reCAPTCHA™ .	abcd6673169736badecef	?
reCAPTCHA™ Private Key	Help ?	
Private key provided to you by reCAPTCHA™ .	8972132154abcdfedf8794	?
reCAPTCHA™ Theme	Help ?	
<input type="radio"/> Red <input checked="" type="radio"/> White <input type="radio"/> Black Glass <input type="radio"/> Clean		
Save Reset		

Before reCAPTCHA verification will function, you must acquire a public and private key from [recaptcha.net](#). This key is free, you simply must provide the domain that your forum is running on. Once you've acquired the keys, they must be entered in the fields, as pictured above.

Private Key - Acquired from [recaptcha.net](#)

Public Key - Acquired from [recaptcha.net](#)

Theme - There are three themes, at the time of this writing, for which the recaptcha form will display.

You can also leave the Public and Private keys blank then the default keys will be used. However, this is not recommended if there are multiple vBulletin installations on the same server. If you are leaving the keys blank, the screen will appear as follows:

reCAPTCHA™ Verification Options

reCAPTCHA™ Public Key
Public key provided to you by reCAPTCHA™. ?

reCAPTCHA™ Private Key
Private key provided to you by reCAPTCHA™. ?

reCAPTCHA™ Theme

Red
 White
 Black Glass
 Clean

Save **Reset**

Social Bookmarking

[Back to Top](#)

Social bookmarking is a way for users to store and organise bookmarks of web pages. In a social bookmarking system, a user will save a link to web pages that they want to remember and/or share. There are a number of third party services offering social bookmarking facilities, vBulletin provides the ability to link directly to an add page and pre-populate the data.

When a user views a publicly accessible thread they will be presented with a set of links at the bottom which allow the addition of the page to admin defined social bookmarking sites.

The Social Bookmarking Manager

[Back to Top](#)

The social bookmarking manager is where you create new and edit bookmark sites. Bookmark sites are shown in the order they will actually display in; you can quickly change this order by clicking the arrows next to the text fields or changing the numbers in the fields and clicking "Save".

Social Bookmarking Manager

Toggle Active Status for All

Active	Display Order	Name	[Edit]	[Delete]
<input checked="" type="checkbox"/>	10	Reddit	[Edit]	[Delete]
<input checked="" type="checkbox"/>	20	del.icio.us	[Edit]	[Delete]
<input checked="" type="checkbox"/>	30	Digg	[Edit]	[Delete]
<input checked="" type="checkbox"/>	40	StumbleUpon	[Edit]	[Delete]
<input checked="" type="checkbox"/>	50	Google	[Edit]	[Delete]

Save **Reset** **Add New Social Bookmarking Site**

Adding or Editing a Social Bookmarking Site

[Back to Top](#)

When you are adding or editing a new social bookmark site you will be presented with the following editor, further explanation about each of these fields is listed below.

Add New Social Bookmarking Site

Title

Icon
Filename for Icon. This must be placed in your misc image directory (default: images/misc).

Link
Replacement variables: {URL} is the given page url, {TITLE} is the given page title.

Display Order

Active Yes No

Save **Reset**

- **Title** - Title of the Social Bookmarking Site
- **Icon** - A 16 x 16 icon that will be used to link to the social bookmarking site, this image should be in the miscellaneous images directory which by default is *images/misc*.
- **Link** - Link to the add page of the social bookmarking site, you can use {TITLE} and {URL} as replacements for the current page title and link.
- **Display Order** - The sort order for this social bookmarking site. Lower values will be displayed first.
- **Active** - If this is set to 'Yes' then the icon will appear at the bottom of the thread template.

A list of additional social bookmarking sites and their icons and links can be found in the community managed listing found here:

[Social Bookmarking Sites](#)

Google AdSense Integration

[Back to Top](#)

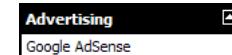
We have partnered with Google AdSense to make it easy for you to sign up with AdSense and make money with your online community! More information is available about Google AdSense on their [website](#).

To get started, you must create an AdSense account or associate an existing account via the [vBulletin Members' Area](#). Once your account is associated with us, Google AdSense will automatically be available to your forum the next time you download vBulletin.

Warning:

If you have not associated or created an AdSense account with us, the below options will not be shown in your administrator's control panel!

After you have downloaded vBulletin with Google AdSense integrated, you should follow the standard [upgrade instructions](#). After logging into your administrator's control panel, you will see an Advertising block in the left-hand navigation panel.



Now you must choose the type of integration you want:

Google AdSense Advertising

This screen will allow you to quickly roll-out Google AdSense advertising units into your vBulletin forum advertising templates, based on your Google AdSense account settings defined in the members' area at vBulletin.com.

There are two different advertising options available, Low and High, and an option to control the type of ad that is displayed. Please choose the option that you would prefer for your community.

Please note that utilizing Google AdSense code within your site or community is subject to the [Google AdSense terms and conditions](#).

To further configure your Google AdSense account, please visit the [Google AdSense website](#).

You are not running any Google AdSense ads on your forum.

Google AdSense pub-1234567890987654
Publisher ID

Change Google AdSense Package **No Google AdSense Ads** **Low** - one small text-only advertising unit under the navbar and one small unit in the footer **High** - one medium advertising unit under the navbar, one unit before the footer, and one unit for guests in the first post of a thread

Type of Ads to Show Text ads only Text and image ads

Change Google AdSense Package

- **Google AdSense Publisher ID** - the AdSense publisher ID that is currently being used. If you ever wish to change the AdSense account that is associated, you can use this value to confirm the publisher ID that is currently in use.
- **Change Google AdSense Package** - this controls the position of the ads that are shown. Choose No Google AdSense Ads to remove all ads. See below for more details on each specific package.
- **Type of Ads to Show** - this is used in conjunction with the package to configure the type of ads that are shown. Text ads are less invasive to your users but not as effective. We recommend you select Text and image ads.

The available Google AdSense packages are defined as:



Low

1. A small 5-link advertising unit under the navigation bar. *This location only shows text ads in the Low package.*
2. A small advertising unit at the footer of the page.

High

1. A medium advertising unit under the navigation bar.
2. A nearly-square advertising unit within the first post of a thread. This only shows for guests.
3. A medium advertising unit at the footer of the page.



Note: It has been reported that some ad blockers can interfere with setting up Adsense via these instructions. If you have a problem try temporarily disabling your ad blockers.

Styles & Templates

[Back to Top](#)

The Styles & Templates section allows you to change the fonts, colors or the html of any section of the board to your preference.

The first part of this section of the vBulletin Manual deals with how the vBulletin 3 style system actually works, and includes a reference guide for various important elements.

[vBulletin 3 Style Reference](#)

The second part deals with using the tools provided to you in the Style & Templates area of the Admin CP.

[The Style Manager](#)

Note:

To modify the look and feel of your vBulletin forums, a knowledge of [XHTML 1.0](#) and [CSS 1.0](#) is required. To learn the basics of these markup languages please visit [W3schools.com](#). If you have questions please visit our [community forums](#).

vBulletin Style Reference

[Back to Top](#)

The vBulletin Styles system is the interface through which you can configure the way that your visitors see your board.

A variety of controls are available for your use, allowing you to make both minor changes, such as the font used for the interface, right through to changing the underlying HTML used to generate the board's individual pages.

The look of your board can be altered to your own custom preferences through a simple-to-use interface that allows you to change fonts, colors and images etc. If you want to get down and dirty with the underlying HTML of the board, you can also do this by editing individual templates via the Style Manager.

A vBulletin style comprises several elements that work together to create a complete look for your board.

Those components are as follows:

- [Templates](#)
- [CSS](#)
- [StyleVars](#)
- [Replacement Variables](#)

Templates

[Back to Top](#)

How do Templates Work?

[Back to Top](#)

The pages you see making up the user-side of vBulletin are generated using a number of templates. Templates are fragments of XHTML code interspersed with PHP variables. These combine together to form complete XHTML pages that are served up to visitors.

A simple example template might look like this:

```
<table class="tborder">
<tr>
  <td class="tcat" colspan="2">My Table</td>
</tr>
$tablebits
</table>
```

The \$tablebits PHP variable represents an area of the template that will be replaced with either some data, or additional template contents.

For example, we may have another template that looks like this:

```
<tr>
  <td class="alt1">$username</td>
  <td class="alt2">$message</td>
</tr>
```

This template would have the \$username and \$message variables substituted with the appropriate username and message.

```
<tr>
  <td class="alt1">Mister User</td>
  <td class="alt2">This is my message</td>
</tr>
```

The template would then be repeated as many times as necessary, replacing the variables with the username and message for each repetition. Finally, this completed block of XHTML would be inserted into the first template, replacing the \$tablebits variable, resulting in a complete block of code like this:

```
<table class="tborder">
<tr>
  <td class="tcat" colspan="2">My Table</td>
</tr>
<tr>
  <td class="alt1">Mister User</td>
  <td class="alt2">This is my message</td>
</tr>
<tr>
  <td class="alt1">Another Person</td>
  <td class="alt2">This message is in reply to that posted above.</td>
```

```
</tr>
<tr>
    <td class="alt1">Mister User</td>
    <td class="alt2">Hey, thanks for responding to my message!</td>
</tr>
</table>
```

This resulting code can then be passed on to the visitor's web browser for display.

Here is the header template from a current version of vBulletin. This shows how a typical template is built in vBulletin.

```
<div class="above_body" > <!-- closing tag is in template navbar -->
<div id="header" class="floatcontainer doc_header">
    <vb:if condition="$stylevar['titleimage']"><div><a name="top" href="{vb:link forumhome}" class="logo-image"></a></div>
    <div id="toplinks" class="toplinks">
        <vb:if condition="$show['member']">
            <ul class="isuser">
                <li><a href="login.php?{vb:raw session.sessionurl}do=logout&logouthash={vb:raw bbuserinfo.logouthash}" onclick="return log_out('{vb:raw bbuserinfo.logouthash}')">Logout</a></li>
                <vb:if condition="$show['registerbutton']">
                    <li><a href="register.php?{vb:raw session.sessionurl_q}" rel="nofollow">Register</a></li>
                </vb:if>
                <li><a href="usercp.php?{vb:raw session.sessionurl_q}">User Control Panel</a></li>
                <li><a href="{vb:link member, {vb:raw bbuserinfo}}">Your Profile</a></li>
            </vb:if>
            <li class="popupmenu notifications" id="notifications">
                <a class="popupctrl" href="usercp.php?{vb:raw session.sessionurl_q}">Your Notifications</a>
                <ul class="popupbody popuhover">
                    <li><vb:raw notifications_menubits></li>
                </ul>
            </li>
        </vb:else />
        <li class="popupmenu nonotifications" id="nonotifications">
            <a class="popupctrl" href="usercp.php?{vb:raw session.sessionurl_q}">Your Notifications</a>
            <ul class="popupbody popuhover">
                <li><vb:rawphrase no_new_messages></li>
                <vb:if condition="$show['pmmainlink']"><li><a href="private.php?{vb:raw session.sessionurl_q}">Inbox</a></li></vb:if>
            </ul>
        </li>
    </vb:if>
    <li class="welcomelink"><vb:rawphrase welcome_x_link_y, {vb:raw bbuserinfo.username}, {vb:link member, {vb:raw bbuserinfo}}></li>
    <vb:if condition="$vboptions['enablefacebookconnect']">
        <vb:raw facebook_header>
    </vb:if>
    </ul>
    <{vb:raw template_hook.header_userinfo}>
    <vb:comment><p><vb:rawphrase last_visited_x_at_y, {vb:raw pmbox.lastvisitdate}, {vb:raw pmbox.lastvisittime}></p></vb:comment>
    <vb:else />
    <ul class="nouser">
        <vb:if condition="$show['registerbutton']">
            <li><a href="register.php?{vb:raw session.sessionurl_q}" rel="nofollow">Register</a></li>
        </vb:if>
        <li><a href="faq.php?{vb:raw session.sessionurl_q}">Help</a></li>
        <li>
            <script type="text/javascript" src="clientscript/vbulletin_md5.js?v={vb:raw vboptions.simpleversion}"></script>
            <form id="navbar_loginform" action="login.php?{vb:raw session.sessionurl}do=login" method="post" onsubmit="md5hash(vb_login_password, vb_login_md5password)">
                <fieldset id="logindetails" class="logindetails">
                    <div>
                        <input type="text" class="textbox" name="vb_login_username" id="navbar_username" size="10" value="{$username}" />
                        <input type="password" class="textbox" tabindex="102" name="vb_login_password" id="navbar_password" size="10" value="{$password}" />
                        <input type="text" class="textbox" default-value="" tabindex="102" name="vb_login_password_hint" id="navbar_password_hint" size="10" value="{$passwordhint}" />
                        <input type="submit" class="loginbutton" tabindex="104" value="{$log_in}" title="{$enter_username_to_login_or_log_in}" />
                    </div>
                </fieldset>
                <div id="remember" class="remember">
                    <label for="cb_cookieuser_navbar"><input type="checkbox" name="cookieuser" value="1" id="cb_cookieuser_navbar" class="cb_cookieuser_navbar" checked="checked" /></label>
                </div>
                <input type="hidden" name="s" value="{$sessionhash}" />
                <input type="hidden" name="securitytoken" value="{$bbuserinfo.securitytoken}" />
                <input type="hidden" name="do" value="login" />
                <input type="hidden" name="vb_login_md5password" />
                <input type="hidden" name="vb_login_md5password_utf" />
            </form>
            <script type="text/javascript">
YAHOO.util.Dom.setStyle('navbar_password_hint', 'display', 'inline');
YAHOO.util.Dom.setStyle('navbar_password', 'display', 'none');
vB_XHTML_Ready.subscribe(function()
{
    // ...
    YAHOO.util.Event.on('navbar_username', 'focus', navbar_username_focus);
    YAHOO.util.Event.on('navbar_username', 'blur', navbar_username.blur);
    YAHOO.util.Event.on('navbar_password_hint', 'focus', navbar_password_hint);
    YAHOO.util.Event.on('navbar_password', 'blur', navbar_password);
});
            </script>
        </li>
    </ul>
    <function navbar_username_focus(e)>
        <{>
        // ...
        var textbox = YAHOO.util.Event.getTarget(e);
        if (textbox.value == '<vb:if condition="$username">{vb:raw username}<vb:else />{vb:rawphrase username}</vb:if>')
        {
            // ...
            textbox.value='';
            textbox.style.color='{vb:stylevar input_color}';
        }
    </function>
</div>
```

```

        }

        function navbar_username.blur(e)
{
// 
    var textbox = YAHOO.util.Event.getTarget(e);
    if (textbox.value == '')
    {
// 
        textbox.value='<vb:if condition="$username">{vb:raw username}<vb:else />{vb:rawphrase username}</vb:if>';
        textbox.style.color='{vb:stylevar shade_color}';
    }
}

function navbar_password_hint(e)
{
// 
    var textbox = YAHOO.util.Event.getTarget(e);

    YAHOO.util.Dom.setStyle('navbar_password_hint', "display", "none");
    YAHOO.util.Dom.setStyle('navbar_password', "display", "inline");
    YAHOO.util.Dom.get('navbar_password').focus();
}

function navbar_password(e)
{
// 
    var textbox = YAHOO.util.Event.getTarget(e);

    if (textbox.value == '')
    {
        YAHOO.util.Dom.setStyle('navbar_password_hint', "display", "inline");
        YAHOO.util.Dom.setStyle('navbar_password', "display", "none");
    }
}
</script>
</li>
<vb:if condition="$vboptions['enablefacebookconnect']">
    {vb:raw facebook_header}
</vb:if>
</ul>
</vb:if>
</div>
<div class="ad_global_header">
    {vb:raw ad_location.global_header1}
    {vb:raw ad_location.global_header2}
</div>
<hr />
</div>

```

Template Conditionals

[Back to Top](#)

Template Conditionals are a powerful tool for controlling the XHTML output from your templates. They allow you to create simple if/else branches within your templates, in order to display different content depending on the condition you specify.

For example you may want to show a different welcome message on the front page of your board to registered users and to guests. The way to know whether or not the person visiting a page is a guest, or a logged-in user is to check the value of \$bbuserinfo[userid]. If the value is 0, the visitor is a guest (or not logged-in), otherwise the visitor is a registered member.

This is a simple conditional to show a welcome message to guests *only*.

```
<if condition="$bbuserinfo['userid'] == 0">
    <p>Welcome to the forum!<br />
    If this is your first visit, we hope you enjoy your stay!</p>
</if>
```

The previous example used a simple 'if' condition. We can extend that to include an 'else' condition, which will be used if the 'if' condition is not fulfilled.

This example extends the previous conditional to show a different message to registered members from that shown to guests.

```
<if condition="$bbuserinfo['userid'] == 0">
    <p>Welcome to the forum!<br />
    If this is your first visit, we hope you enjoy your stay!</p>
<else />
    <p>Welcome back, $bbuserinfo[username].<br />
    <a href="search.php?do=getnew">Click here to view new posts</a>.
</if>
```

The actual syntax of vBulletin template conditionals is fairly straight forward. To begin a conditional, you simply start an `<if>` tag. The `<if>` tag accepts a single attribute, that being 'condition'. The value of the condition attribute contains an expression written in PHP. After the opening `<if>` tag comes the HTML that should be expressed if the condition is met. The conditional terminates with a closing `</if>` tag.

Perhaps the easiest way to illustrate this is to demonstrate a simple example of PHP code being embedded as a template conditional.

Let us assume for the purposes of this example that we want to have the equivalent of this PHP code in our template:

```
if ($my_variable == 1)
{
```

```

echo "<p>My variable is equal to one.</p>";
}

```

This could be expressed as a template conditional in the following way:

```

<if condition="$my_variable == 1">
    <p>My variable is equal to one.</p>
</if>

```

If we were to extend our PHP code to include an 'else' condition as follows...

```

if ($my_variable == 1)
{
    echo "<p>My variable is equal to one.</p>";
}
else
{
    echo "<p>My variable is not equal to one.</p>";
}
... then our template conditional would be extended thus:

```

```

<if condition="$my_variable == 1">
    <p>My variable is equal to one.</p>
<else />
    <p>My variable is not equal to one.</p>
</if>

```

Furthermore, we may want to extend our PHP with an 'else if' condition:

```

if ($my_variable == 1)
{
    echo "<p>My variable is equal to one.</p>";
}
else if ($my_variable == 2)
{
    echo "<p>My variable is equal to two.</p>";
}
else
{
    echo "<p>My variable is equal to neither one nor two.</p>";
}

```

vBulletin template conditionals do not natively support 'else if', but you can easily replicate its behavior by nesting conditionals as follows:

```

<if condition="$my_variable == 1">
    <p>My variable is equal to one.</p>
<else />
    <if condition="$my_variable == 2">
        <p>My variable is equal to two.</p>
    <else />
        <p>My variable is equal to neither one nor two.</p>
    </if>
</if>

```

Using PHP Functions in Template Conditionals

[Back to Top](#)

As a security precaution, to prevent malicious damage to either your database or your server itself, most PHP functions are disallowed in template conditionals.

This, for example, would be disallowed by the vBulletin template system, as it contains a call to a 'forbidden' function:
mysql_query.

```

<if condition="$my_variable = mysql_query('SELECT * FROM mytable')">
    <!-- naughty naughty... -->
</if>

```

At the time of writing, the list of allowed 'safe' functions is as follows:

- [in_array](#)
- [is_array](#)
- [is_numeric](#)
- [isset](#)
- [empty](#)
- [defined](#)
- [array](#)
- [can_moderate*](#)
- [can_moderate_calendar*](#)
- [exec_switch_bg*](#)
- [is_browser*](#)
- [is_member_of*](#)

Note:

Functions marked * are custom functions defined by vBulletin itself. Each function name is a link that will take you to the documentation for that function. Use of these functions requires knowledge of PHP

This is an example of 'safe' functions being used in a template conditional:

```

<if condition="isset($my_variable) AND is_browser('ie')">
    <!-- $my_variable is set and the browser is Internet Explorer -->
</if>

```

Collapsing Elements

[Back to Top](#)

The vBulletin styles system allows you to create elements within templates that can be collapsed (hidden) when a visitor clicks a button. The collapsed state of elements is saved to a cookie, so when the visitor returns to that page, the elements they have collapsed will remain collapsed until they click the button to expand them again.



To add collapsible elements to your own custom templates is fairly straight-forward, and requires that you follow a few simple rules.

Firstly, you need to decide on a **unique** identifying name for your collapsing element. The name can use numbers, letters (in upper or lower case) and underscores. Using any other characters in the identifier may cause problems.

Here, we'll call it *MyELEMENT*.

A collapsible element consists of two parts - a control (usually a button) to control the expanding and collapsing behavior, and the actual content to be expanded and collapsed.

A collapse control looks like this:

```
<a href="#top" onclick="return toggleCollapse('MyELEMENT')"></a>
```

In this example, you can see that the *MyELEMENT* identifier crops up in several places in the XHTML code. This should be replaced with whatever word you choose for your own identifier.

Note:

In the example, the image being used for the collapse control has a prefix of **collapse_thead**. This is because the image is designed to blend into the background color of elements using the '.thead' CSS class.

There are also images to blend with the '.tcat' and '.alt1' / '.alt2' CSS classes, with prefixes of **collapse_tcat** and **collapse_alt** respectively.

The second part of a collapsible element is a container in which the collapsible content sits.

A very simple example of a collapsible element container for *MyELEMENT* looks like this:

```
<div id="collapseobj_MyELEMENT" style="$vbcollapse[collapseobj_MyELEMENT]">
    <!-- any HTML here will be hidden when the
        'MyELEMENT' collapse control is clicked -->
</div>
```

If you want to add additional styling to the 'style' attribute of the container, you can do so by adding a semi-colon after the \$vbcollapse[collapseobj_MyELEMENT] code and continuing as normal.

The following example shows a complete collapsing element.

```
<div class="tborder">
    <div class="tcat" style="padding:4px">
        <a href="#top" style="float:$stylevar[right]"
            onclick="return toggleCollapse('MyELEMENT')"></a>
        Click this button to show/hide the content below:
    </div>
    <div id="collapseobj_MyELEMENT" style="$vbcollapse[collapseobj_MyELEMENT]">
        <div class="alt1" style="padding:8px">
            <p><strong>Hello!</strong> Welcome, $bbuserinfo[username].</p>
            <p>If you would like to check your private messages,
                <a href="private.php?$session[sessionurl]">Click here</a>.</p>
        </div>
    </div>
</div>
```

When expanded, this example produces a layout like this:



And when collapsed, the same code produces this:



Collapsing <table> Rows

On the [previous page](#), we discussed creating collapsible elements in your customized templates.

[Back to Top](#)

Sometimes you will want to allow your users to collapse individual rows (or groups of rows) within an HTML <table>. In order to be cross-browser compatible, and to ensure that your pages remain XHTML compliant, there are a

few additional rules you need to follow.

It is not possible to arbitrarily collapse every tag in HTML. To collapse rows within a <table>, you must surround those rows with the little-known <tbody> tag.

The original idea of the <tbody> tag was to enable browsers to display the top (head) and bottom (foot) of a table, and then load the body of the table in between the head and foot. Unfortunately, very few browsers can actually make use of this system.

However, the <tbody> tag is very useful to us, as it allows us to define a container for one or more table rows, and we can expand and collapse that container using our collapsible elements system.

There is one caveat. In order to be legal XHTML, we can't just stuff <tbody> tags selectively around arbitrary groups of rows in a table, and leave the other rows without a container. We **must** include the <thead> tag, and ensure that all rows in the table are enclosed either by the <thead> or a <tbody> tag.

The following code is not XHTML compliant because it does not include the <thead> tag, and there are rows that are not enclosed by <thead>, <tbody> or <tfoot> tags:

```
<table class="tborder" cellpadding="$stylevar[cellpadding]" width="100%">
<tr><td class="tcat"><strong>Table title</strong></td></tr>
<tbody>
    <tr><td class="alt1">First row of collapsible element</td></tr>
    <tr><td class="alt2">Second row of collapsible element</td></tr>
</tbody>
<tr><td class="alt1">Another row</td></tr>
</table>
```

On the other hand, this next block of code is valid XHTML. Notice that the first row of the table is enclosed with <thead> tags, and all other rows in the table are enclosed by a <tbody> container.

```
<table class="tborder" cellpadding="$stylevar[cellpadding]" width="100%">
<thead>
    <tr><td class="tcat"><strong>Table title</strong></td></tr>
</thead>
<tbody>
    <tr><td class="alt1">First row of collapsible element</td></tr>
    <tr><td class="alt2">Second row of collapsible element</td></tr>
</tbody>
<tbody>
    <tr><td class="alt1">Another row</td></tr>
</tbody>
</table>
```

Here is that same block of code with the first two content rows set to allow collapsing:

```
<table class="tborder" cellpadding="$stylevar[cellpadding]" width="100%">
<thead>
    <tr><td class="tcat">
        <a href="#top" style="float:$stylevar[right]" onclick="return toggleCollapse('MyELEMENT')"></a>
        <strong>Table title</strong>
    </td></tr>
</thead>
<tbody id="collapseobj_MyELEMENT" style="$vbcollapse[collapseobj_MyELEMENT]">
    <tr><td class="alt1">First row of collapsible element</td></tr>
    <tr><td class="alt2">Second row of collapsible element</td></tr>
</tbody>
<tbody>
    <tr><td class="alt1">Another row</td></tr>
</tbody>
</table>
```

When expanded, this code will result in a table looking like this:

Table title	
	First row of collapsible element
	Second row of collapsible element
	Another row

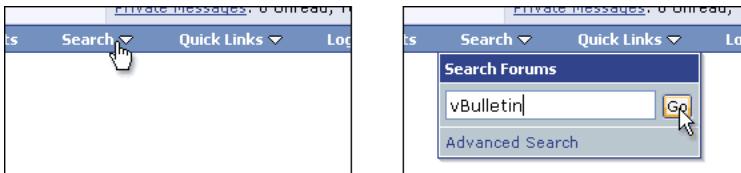
... and when collapsed, the same code produces this:

Table title	
	Another row

vBMenu Popup Menus

vBulletin 3 styles provide a mechanism for creating popup menus, called **vBMenu**. This system allows complex or less-frequently used functionality to be hidden from immediate view, which results in a less cluttered and intimidating user interface for novice users.

[Back to Top](#)



You can add new vBMenu popups to your custom templates by following a few simple rules.

A vBMenu popup consists of two elements: The popup control, and the popup itself. Any popup can have [any number of controls](#), and clicking any one of the controls will open the popup immediately below the control.

Each vBMenu popup must have a **unique** identifying name, which will be used by the vBMenu system to distinguish popups from each other and allows popup controls to communicate with their associated popup elements.

For our example, we will call our vBMenu *MyMENU*.

The HTML code for a vBMenu popup control looks like this:

```
<td id="MyMENU" class="vbmenu_control">
<a href="#">My vBMenu Example</a>
<script type="text/javascript">
    vbmenu_register("MyMENU");
</script>
</td>
```

The constituents of a vBMenu control, as seen in the code above are:

- A block-level tag (<td>, <div> etc.) with an id attribute using the vBMenu identifying name (in this case, MyMENU).
- A hyperlink (the href attribute of which should point somewhere relevant to the menu).
- A Javascript block containing a call to the vbmenu_register() function, using the vBMenu identifying name as the argument to the function.

If you would like to prevent the small menu image from appearing next to the text in the control, you can achieve this by adding a second argument of *true* to the vbmenu_register Javascript function, like this:

```
<script type="text/javascript">
    vbmenu_register("MyMENU", true);
</script>
```

The HTML code for the vBMenu popup element itself looks like this:

```
<div class="vbmenu_popup" id="MyMENU_menu" style="display:none">
    <!-- Any HTML here will be a part of the
        vBMenu popup identified as 'MyMENU' -->
</div>
```

The constituents of the vBMenu popup element itself are very simple, and are based around the attributes applied to a <div> tag, which will surround any content we want to be a part of the popup. This <div> tag must obey the following rules:

- Must use the *vbmenu_popup* CSS class
- Must be identified by '*MenuName_menu*' (In our example, '*MyMENU_menu*' would be the correct id)
- Must have a style="display:none" CSS attribute

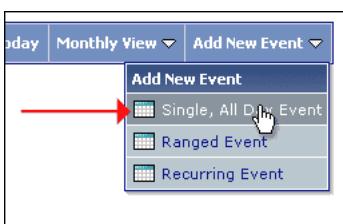
Any HTML content can be placed between the opening and closing tags of this <div> element, and will act as the body of our popup.

vBMenu Popup Content

[Back to Top](#)

While any valid HTML can be inserted into the <div> element that defines the reaches of a vBMenu popup, there are a few systems and standards in place to help you achieve a consistent look and feel for your menus.

vBMenu popups usually take the form of a <table> with individual rows for separate options on the menu, with a single hyperlink inside each cell, which points to the desired page.



As you can see from the image above, each row switches its style when the mouse pointer hovers over it. This mouse-over effect is achieved automatically with the vBMenu system, and makes use of the [Popup Menu Option Row](#) (.vbmenu_option) CSS class and its partner, the [Popup Menu Highlighted Option](#) (.vbmenu_hilite) CSS class.

An example of content for a vBMenu popup element might look like this:

```
<table cellpadding="4" cellspacing="1" border="0">
<tr>
    <td class="thead">This is my example vBMenu</td>
</tr>
<tr>
```

```
<td class="vbmenu_option"><a href="index.php">Home Page</a></td>
</tr>
<tr>
  <td class="vbmenu_option"><a href="usercp.php">User CP</a></td>
</tr>
</table>
```

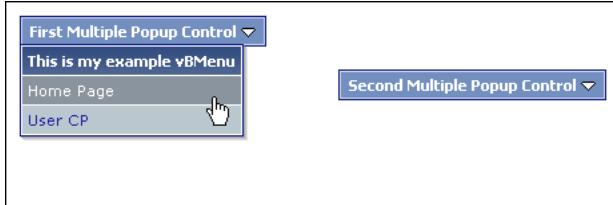
If for whatever reason you want to *prevent* the style switching behavior of elements using the .vbmenu_option CSS class, you can do so by adding a title attribute with a value of *nohilite* to the appropriate element, like this:

```
<tr>
  <td class="vbmenu_option" title="nohilite">
    This row will not hilight on mouse-over.
  </td>
</tr>
```

Multiple Popup Controls, Single vBMenu Popup

As previously mentioned, any vBMenu popup can have any number of popup controls.

[Back to Top](#)



To achieve this, it is necessary to slightly alter the code for each popup control.

With a single control, the id attribute of the popup control uses the unique identifier for the vBMenu it controls, like this:

```
<td id="MyMENU" class="vbmenu_control">
  <a href="#">Single Popup Control</a>
  <script type="text/javascript">
    vbmenu_register("MyMENU");
  </script>
</td>
```

To allow multiple controls to operate the same menu, it is necessary to add a unique suffix to each control's identifier, which takes the form of a period followed by the unique suffix, as shown here:

```
<td id="MyMENU.first" class="vbmenu_control">
  <a href="#">First Multiple Popup Control</a>
  <script type="text/javascript">
    vbmenu_register("MyMENU.first");
  </script>
</td>
<td id="MyMENU.second" class="vbmenu_control">
  <a href="#">Second Multiple Popup Control</a>
  <script type="text/javascript">
    vbmenu_register("MyMENU.second");
  </script>
</td>
```

The \$show['popups'] Conditional

Some web browsers lack the ability to use the vBMenu system.

[Back to Top](#)

In order to prevent these browsers from attempting to initialize menus that they can't use, a special template conditional is used.

\$show['popups']

By surrounding all vBMenu controls and popups in a conditional that checks the value of \$show['popups'], Javascript errors can be avoided, and alternative HTML can be shown to browsers that can't use popups.

For example:

```
<if condition="$show['popups']">
  <!-- content here is for browsers that
  are able to use the vBMenu system -->
<else />
  <!-- content here is shown to browsers
  that are unable to use vBMenu popups -->
</if>
```

Example vBMenu HTML Code

The following code will generate a complete vBMenu popup and a single associated control, and will also show an alternative HTML layout for incompatible web browsers.

[Back to Top](#)

```
<if condition="$show['popups']">
  <!-- start vBMenu control element -->
  <table class="tborder" cellpadding="4" cellspacing="1">
    <tr>
      <td id="MyMENU" class="vbmenu_control">
        <a href="#">Second Multiple Popup Control</a>
```

```

<script type="text/javascript">
<!--
vbmenu_register("MyMENU");
//-->
</script>
</td>
</tr>
</table>
<!-- end vBMenu control element -->

<!-- start vBMenu popup element -->
<div class="vbmenu_popup" id="MyMENU_menu" style="display:none">
<table cellpadding="4" cellspacing="1" border="0">
<tr>
<td class="thead">This is my example vBMenu</td>
</tr>
<tr>
<td class="vbmenu_option"><a href="index.php">Home Page</a></td>
</tr>
<tr>
<td class="vbmenu_option"><a href="usercp.php">User CP</a></td>
</tr>
</table>
</div>
<!-- end vBMenu popup element -->

<else />

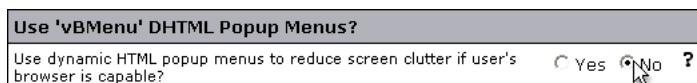
<!-- start alternative, non-vBMenu content -->
<table class="tborder" cellpadding="4" cellspacing="1">
<tr>
<td class="vbmenu_control"><a href="index.php">Home Page</a></td>
<td class="vbmenu_control"><a href="usercp.php">User CP</a></td>
</tr>
</table>
<!-- end alternative content -->

</if>

```

Disabling the vBMenu System[Back to Top](#)

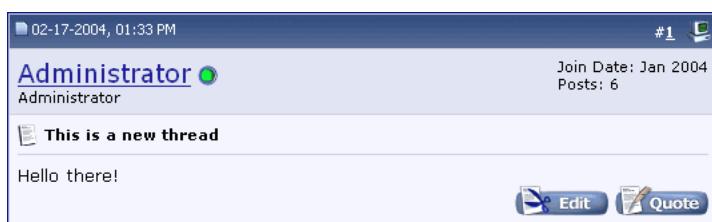
Should you wish to disable the vBMenu system completely, displaying non-popup content to all visitors regardless of their web browser's capabilities, you can do this by going to vBulletin Options > Style & Language Options and setting the Use 'vBMenu' DHTML Menus? setting to **No**.



After clicking the [Save] button, the \$show['popups'] will be set to false for all visitors, and anyone visiting the site will be shown the alternative, no-popups layout.

The Legacy Postbit Template[Back to Top](#)

The template in which most messages are displayed is called *postbit*. With the release of vBulletin 3, the layout of the *postbit* template was altered radically, changing from a system of two columns with user information in the left column and the message in the right to a system of two rows, with user information displayed above the message.

New Postbit**Old (Legacy) Postbit**

While most people prefer the new layout of the *postbit* template after using it for a short time, there are others who are less willing to make the change.

If you would like to run your board using the old-style *postbit* template, you can do so by going to vBulletin Options > Style & Language Settings and switching the Use Legacy (Vertical) Postbit Template? setting to **Yes**.

Use Legacy (Vertical) Postbit Template

If you prefer the old-style postbit, using two vertical columns rather than the new horizontal layout, you can switch back to using that template with this switch.

Please note that if you enable this option and wish to customize the template, you should edit the 'postbit_legacy' template rather than the 'postbit'.

After clicking the [Save] button, all your styles will use the Legacy (old style) Postbit.

Note:

If your board is set to use the Legacy Postbit template you should be aware that you will need to make any postbit-related template customizations to the *postbit_legacy* template instead of the *postbit* template.

Including External Files

[Back to Top](#)

Warning:

This is considered modifying the code. To get further help and support with including external files you will need to visit <http://www.vbulletin.org/>.

If you have a PHP or HTML file that you want to include in your vBulletin forum, create a plugin that references that file. Then add a variable to the template of your choice where that file's contents should appear.

Note:

The Plugin system must be enabled in vBulletin Options -> Plugin System for plugins to work. It is disabled by default.

Including an HTML file:

1. Create a Plugin for global_start with this code:

```
$includedhtml = implode('', file('path/to/this/file/myfile.html'));
```

Replace the path and filename with the correct path and filename of the HTML file you want to include. The contents of myfile.html will be copied to the variable \$includedhtml.

2. Place \$includedhtml in one of your templates, such as header, navbar, FORUMHOME, depending upon where you want the contents of your HTML file to appear.

Including a PHP file:

1. Create a Plug-in for global_start with these contents:

```
ob_start();
include('path/to/this/file/myfile.php');
$includedphp = ob_get_contents();
ob_end_clean();
```

Replace the path and filename with the correct path and filename of the PHP file you want to include. The code in myfile.php will execute and any output generated by this script will be stored in \$includedphp.

2. Place \$includedphp in one of your templates, such as header, navbar, FORUMHOME, depending upon where you want the contents of your PHP file to appear.

Warning:

Plugins that contain invalid or malicious code may cause your forum to stop functioning or even lead to data loss. Using Plugins is not supported and you'll be asked to disable them in the event that you request tech support. If a Plugin has made your forum inaccessible, please disable plugins. Troubleshooting errant plugins and products is handled at our sister site, <http://www.vBulletin.org>.

What is Output Buffering?

Most PHP files that you might wish to include in your forum contain echo or other output statements in your PHP file, it will break vBulletin because it is still in the process of initializing when it loads your PHP file. All echo and other output commands must be output buffered using ob_start, ob_clean, etc. commands. The output of your PHP script will be buffered for later use and inserted into a variable. All other statements in the PHP script will execute normally.

A word about variables.

It is very important that any variables initialized in your PHP script do not overlap built-in vBulletin variables or you will get unpredictable results. It may be advisable to create a PHP script just for inclusion in your forum rather than including a larger script used by another part of your website.

Variables are also subject to scope. You may need to access your variable out of the \$global array like \$global[variablename] instead of simply \$variablename. You may also need work with a hook location that is more accessible to the template that you wish to alter.

Please see the PHP documentation for more information on variable scope:

<http://www.php.net/manual/en/language.variables.scope.php>

Placing braces around your variable can specify it explicitly in a template if it is part of a larger string. e.g.
{\$somevariable}

Which hook should I use?

The hook used above (global_start) makes your HTML or PHP file available in almost every template on your vBulletin forum. You may wish to include a PHP file or HTML file only on certain pages or parts of your forum. You'll need to select the correct hook where your code should be loaded. To determine which hook you should use, turn on Debug and then make this change to the appropriate functions.php file.

How do I turn on debug mode?

Please note that you should not turn on debug mode in a live environment.

Open the config.php file.

At the top, on a new line below <?php

```
add: $config['Misc']['debug'] = true;
```

Note:

If you wish to include() multiple PHP files, make sure you use ob_clean() before each include() to reset the buffer.

CSS

Not to be confused with [XSS](#), CSS stands for Cascading Style Sheets.

[Back to Top](#)

For the most part, vBulletin hides the nitty-gritty of editing CSS from you, instead presenting you with a user-friendly interface in the [Style Manager](#) in which to enter values to control the styling of your board. However, in the interest of a knowledge of what is going on behind the scenes in the vBulletin style system, we'll talk a little about CSS here.

CSS is a system designed to allow the *style* of a web site to be separated from the content itself.

Before CSS, web sites had to include HTML code defining how to display content along with the content itself. For example, to display a page of text using a bold, red, medium-sized font, it was necessary to include tags in the actual content:

```
<p><font size="2" face="verdana, arial, helvetica, sans-serif" color="red">
  <b>This is my first paragraph.</b>
</font></p>

<p><font size="2" face="verdana, arial, helvetica, sans-serif" color="red">
  <b>This is my second paragraph.</b>
</font></p>

<p><font size="2" face="verdana, arial, helvetica, sans-serif" color="red">
  <b>This is my third paragraph.</b>
</font></p>
```

As is clearly demonstrated by the previous example, the HTML code has two problems. Firstly, the display code actually represents more HTML than the content itself, and secondly, it is necessary to repeat the same display code over and over.

The net result is HTML code that is bloated by display-related code. Worse still, if we decided at a later date that we wanted to change all the text on our site to use an italic, blue font rather than a bold, red font, we would have to edit the HTML code of every page on the site.

CSS allows us to get away from this far-from-ideal situation by allowing us to define style rules, known as **classes**.

We could set up a class wherein all content with the class applied would appear with our bold, red, medium-sized font. For now, we'll call this 'myclass'.

```
<p class="myclass">This is my first paragraph.</p>
<p class="myclass">This is my second paragraph.</p>
<p class="myclass">This is my third paragraph.</p>
```

You can see from this example that there is now significantly less HTML code needed, and that there is no inherent display-related code visible.

The CSS code that defines 'myclass' looks like this:

```
<style type="text/css">
<!--
.myclass
{
  font: bold 10pt verdana, arial, helvetica, sans-serif;
  color: red;
}
-->
</style>
```

With this system, were we to decide that we wanted to change all our text to use the italic, blue font, we would not need to edit our HTML content at all. Rather, we would simply change the style rules defined in 'myclass', and all the text with 'myclass' applied would automatically reflect the change.

Better still, the class definitions can be kept entirely separate from the HTML code by putting them into a .css file and linking to the file from each HTML page. Therefore, updating a single .css file can change the style of an *entire web site*, without having to edit a single HTML file.

To demonstrate the extent of use of CSS in vBulletin, here is a comparison of a page from the vBulletin.com web site shown with and without CSS.

The left screenshot shows a user profile page for 'Kier'. The top navigation bar includes 'View CP', 'FAQ', 'Members List', 'Calendar', 'New Posts', 'Search', 'Quick Links', and 'Log Out'. Below the navigation is a sidebar with links for 'Threads', 'Search', 'Rate Thread', and 'Delete Thread'. The main content area displays a message from 'Kier' dated 'Yesterday, 12:29pm' with a profile picture of a person in a blue shirt. The message discusses receiving fake emails from '@vbulletin.com' and provides a link to a virus removal tool. The right screenshot shows a thread titled 'More fake emails not from us!' with a reply from 'Kier' dated 'Sep 2000'. The reply contains a warning about viruses and a link to a virus removal tool.

For a more complete discussion of exactly what CSS is, and how to use it, visit the following sites:

- [CSS Tutorial at W3Schools.com](#)
- [CSS 2 Reference Guide at W3Schools.com](#)
- [CSS 2 Specification at W3C.org](#)

The following sections list and explain all the CSS classes and definitions used by vBulletin, so you can edit them with confidence, knowing exactly what they control, where to use them, and how your edits will affect the look of the system.

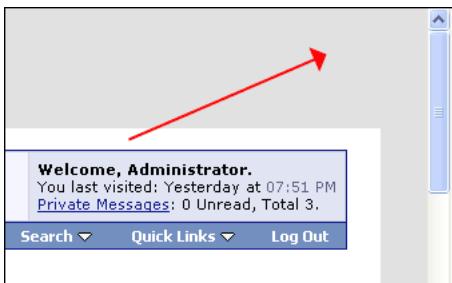
Body

[Back to Top](#)

CSS Selector: body

Applied directly to the <body> tag of every vBulletin page, the Body class is arguably the most important of the CSS classes used by vBulletin.

Its main use is to control the background color of the outermost portion of pages.



Unless overridden by subsequent CSS classes, the Body class also sets the color of all text seen on vBulletin pages.

All links in the outermost portion of vBulletin pages, and for that matter, *all* links unless overridden by subsequent CSS classes, will be controlled by the Body class.

Example of element using this class:

```
<body>
<!-- The BODY tag uses this class -->
</body>
```

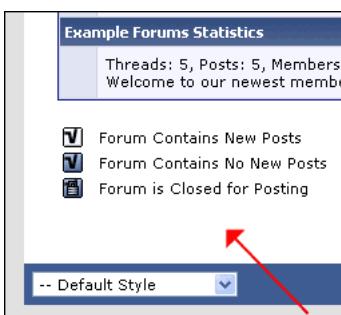
Page Background

[Back to Top](#)

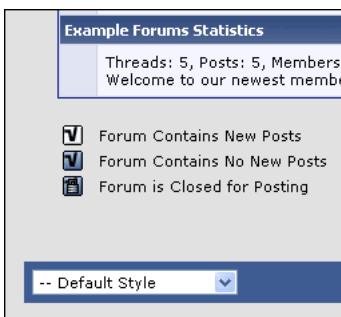
CSS Selector: .page

The majority of content on vBulletin pages is contained within an inner-block that starts at the end of the *header* template and finishes at the beginning of the *footer* template.

In the default vBulletin style, this can be seen as the white surround of the main page content.



You may choose to have a blank value for the background color of this class. If you do so, the Page Background block will appear transparent, inheriting the background color of the [Body class](#).



Example of element using this class:

```
<div class="page" style="width:100%; text-align:left">
<!-- The DIV tag above uses this class --&gt;
&lt;/div&gt;</pre>

```

[Back to Top](#)

CSS Selector: td, th, p, li

Some browsers will fail to fully or properly inherit the display settings for text specified in the [Body class](#). The purpose of this class is to set in stone the desired display settings for text, so that less-than-cooperative browsers have no room for arbitrary interpretation of what you *might* have meant when you specified text display settings in the [Body class](#).

For the best results, you should only specify values for font size and font family in this class.

Examples of elements using this class:

```
<p>This P tag uses the class in question</p>

<table>
<tr>
<th>This TH tag uses the class in question</th>
<td>This TD tag uses the class in question</td>
</tr>
</table>

<ul>
<li>This LI tag uses the class in question</li>
</ul>
```

[Back to Top](#)

Table Border

CSS Selector: .tborder

[Back to Top](#)

The Table Border class is applied to the majority of table tags in vBulletin.

It controls the background color of tables, which is usually only seen in the margins between cells (the width of which is controlled by the [Inner Border Width StyleVar](#)).

The Table Border class is also often used to create a border around the outside of tables.



If the background color of the Table Border class is not specified (or is set as 'transparent'), the color of the borders between cells will appear the same as the background color of the [Page Background class](#).



Example of element using this class:

```
<table class="tborder" cellspacing="1" cellpadding="6">
<tr>
  <td>The TABLE tag above uses this class</td>
</tr>
</table>
```

Category Strips

CSS Selector: .tcat

[Back to Top](#)

The first use of the Category Strips CSS class is to provide the styling for the parts of forum listings that represent a no-posting forum (also known as a category).

Forum	Last Post	Threads	Posts
Main Category			
 Main Forum Main Forum Description	 This is a new thread by Administrator 02-17-2004 01:33 PM 	1	1
Mark Forums Read View Forum Leaders			

Additionally, you will find that the top-most title bar of most tables in vBulletin uses the Category Strips class.

What's Going On?
Currently Active Users: 1 (1 members and 0 guests)
Most users ever online was 3, 02-05-2004 at 09:29 PM. Administrator
Example Forums Statistics
Threads: 1, Posts: 1, Members: 2 Welcome to our newest member, Example User

Generally you will use all the available fields when setting values for this class, including the main background color or image, the text color, size and style, and also specific values for any hyperlinks found inside elements using this class.

Example of element using this class:

```
<table class="tborder" cellspacing="1" cellpadding="6">
<tr>
  <td class="tcat">This TD tag uses this class</td>
</tr>
</table>
```

Table Header

CSS Selector: .thead

[Back to Top](#)

Like the [Category Strips class](#), the Table Header class serves multiple purposes.

Its primary use is to serve as a control mechanism for column headings in tables of data/results, acting as a label for each column.

Example Forums: Members List		Search Members ▾
User Name	Posts	Avatar
Administrator Administrator	4	
Example User Junior Member	1	

The Table Header class can also be found acting as a sub-title for tables where a lot of information is displayed, in which case the Table Header class is used to style elements that act as a logical break between sections of the table.

Edit Profile: Administrator
Registration Required Information - All fields are required.
Email & Password Please click the button below to edit your email address and password. Edit Email & Password

Finally, you may also find the Table Header class used as the main title bar for certain small tables, such as the *Posting Rules* table seen on several pages in vBulletin.



Example of element using this class:

```
<table class="tborder" cellspacing="1" cellpadding="6">
<tr>
  <td class="thead">This TD tag uses this class</td>
</tr>
</table>
```

Table Footer

CSS Selector: .tfoot

[Back to Top](#)

Some tables in vBulletin include controls at the bottom of the table, or otherwise require some visual cues to show that the table finishes at a certain point. In these cases, the Table Footer class is used.



Like the [Category Strips](#) and [Table Header](#) classes, you will most likely want to use all the available fields for this class, including background color/image, text style and hyperlink options.

Example of element using this class:

```
<table class="tborder" cellspacing="1" cellpadding="6">
<tr>
  <td class="tfoot">This TD tag uses this class</td>
</tr>
</table>
```

First / Second Alternating Color

CSS Selectors: .alt1 and .alt2

[Back to Top](#)

When presenting data in a table, vBulletin will usually alternate the background color of cells to assist in readability.

The background colors used for these two alternating cells are controlled by the First and Second Alternating Color classes.

Threads in Forum: Main Forum		Forum Tools ▾		Search this Forum ▾	
	Thread / Thread Starter	Rating	Last Post	Replies	Views
	This is a new thread Administrator		02-17-2004 01:33 PM by Administrator	0	5

Generally, you will only want to control the background color field for these classes, although you are free to use all of the available fields to achieve any effect you desire.

Example of element using these classes:

```
<table class="tborder" cellspacing="1" cellpadding="6">
<tr>
  <td class="alt1">Tag using the First Alt. Color class</td>
  <td class="alt2">Tag using the Second Alt. Color class</td>
</tr>
</table>
```

The First / Second Alternating Color classes are extended by the [Active First / Second Alternating Color classes](#), which we will look at next.

Active First / Second Alternating Color

CSS Selectors .alt1Active and .alt2Active

[Back to Top](#)

A special case applies to the Active First and Second Alternating Color classes, which use the CSS selectors .alt1Active and .alt2Active.

The actual styling of the Active classes is taken directly from the styling applied to the [First and Second Alternating Color classes](#).

When enabled in the *footer* template, these classes respond to the mouse pointer being hovered over them by switching their background color to that of the opposite Alternating Color class. That is, when your mouse hovers

over a cell using the **Active** First Alternating Color class, it will switch to use the Second Alternating Color class, and when your mouse leaves the cell again it will revert to its original class.

The screenshot shows a forum post in the 'Main Forum' category. The post title is 'This is a new thread' by 'Administrator' on '01-17-2004 01:33 PM'. A red arrow points to the title, which is highlighted with a light blue background, indicating it is the active cell.

If the active element is clicked, vBulletin will read the **id** attribute of that element for special information that will tell it where to link to.

That special information will consist of a letter, followed by a string of digits. The letter indicates the type of the item to which the link will point, and the digits represent the item id of the item in question. For example **id="t123"** indicates that the item points to thread (t) id 123, so the browser will be redirected to [http://www.example.com/forums/showthread.php?t=123].

The various letters used by vBulletin are listed here:

Letter	Represents	Redirects to
u	User (userid)	member.php?u=[userid]
t	Thread (threadid)	showthread.php?t=[threadid]
p	Post (postid)	showthread.php?p=[postid]
f	Forum (forumid)	forumdisplay.php?f=[forumid]
m	Private Message (pmid)	private.php?pmid=[pmid]

The active cells functionality is disabled by default.

To enable this functionality, you will need to edit the *footer* template and un-comment the call to the **activecells_init()** Javascript function by changing this code:

```
// Initialize 'Active' Table Cells
//activecells_init();
```

to this:

```
// Initialize 'Active' Table Cells
activecells_init();
```

Due to browser limitations, active cells are purposefully disabled for WebTV, MSNTV and Opera browsers.

Example of element using these classes:

```
<table class="tborder" cellspacing="1" cellpadding="6">
<tr>
  <td class="alt1Active" id="t1138">
    Click anywhere inside this cell to be
    taken to the thread with thread ID 1138.
  </td>
</tr>
</table>
```

WYSIWYG Editor

CSS Selector: .wysiwyg

[Back to Top](#)

The WYSIWYG class is applied to the text input area of the WYSIWYG version of the vBulletin message editor.

The screenshot shows the WYSIWYG editor interface. At the top, there is a toolbar with various editing tools like font, size, bold, italic, etc. Below the toolbar is a text area containing the text: "This is a post to show how the WYSIWYG and First Alternating Color classes should share their settings.". A red double-headed arrow at the bottom of the text area spans the width of the text, indicating the scope of the WYSIWYG class.

In order to achieve a fully what-you-see-is-what-you-get message editing system, it is desirable to use the same settings for this class as for the class that controls the area where posted messages appear. The class used in this case is the [First Alternating Color class](#).

Therefore, for the best results, you should duplicate the settings used for the [First Alternating Color class](#) here in the WYSIWYG class.

This screenshot shows a post from an administrator. The post content is: "This is a post to show how the WYSIWYG and First Alternating Color classes should share their settings." Red arrows point from the text "WYSIWYG" and "First Alternating Color class" to the respective class names in the post content.

Of course, you can use any settings you like for the WYSIWYG class, but you should bear in mind that using dramatically different settings for the WYSIWYG and First Alternating Color classes may result in confusion for you visitors, as colors that may look in the WYSIWYG editor may look very strange against a different background color as specified in the [First Alternating Color class](#).

Example of element using this class:

```
<div id="htmlbox" class="wysiwyg">
    This DIV uses the WYSIWYG class.
</div>
```

Input Fields

CSS Selector: textarea, .bginput

[Back to Top](#)

The Input Fields class is applied to text box form elements, including <textarea>, <input type="text" /> and <input type="password" />.

If you would like to let other visitors to this site know the URL of your own web site, enter it here.
Home Page URL:

It allows you to specify all manner of styling to these elements, including background color, text style, border style and element spacing amongst all other applicable CSS items.

Warning:

If values are omitted from the available fields in this class, the values that will appear on the page will be inherited from the visitor's own PC's system preferences.

This can cause problems if you have specified the background color for the class but not the text color if your visitor has a non-standard color scheme on their computer.

For example, if you specify only the background color, setting it as white, but leave the font color field empty, it may look fine to you, but a visitor using an inverted white-on-black type system color scheme such as the *High Contrast Black* color scheme available in Windows® will have black text on a black background!

Therefore, if you edit either the background color for this class, make sure you also edit the font color to a suitable value, and vice-versa.

Example of element using this class:

```
<div><input type="text" class="bginput" name="myinput" /></div>
<div><textarea name="mytextarea" rows="4" cols="60"></textarea></div>
<div>The INPUT and TEXTAREA tags above use the Input Fields class.</div>
```

Buttons

CSS Selector: .button

[Back to Top](#)

The Buttons class is used to style all button-type elements within forms in vBulletin. These include <input type="button" />, <input type="submit" /> and <input type="reset" />.

Edit Email & Password

Edit Email Address (Optional)

New Email Address:
admin@example.com

Confirm New Email Address:
admin@example.com

As with the [Input Fields class](#), this class will inherit any unspecified settings from the system color scheme. You should read the warning note on the [Input Fields class](#) page for full details.

Note:

Under Windows® XP, form buttons will use the 'Luna' theme for their background and borders, unless a background color or a border style is applied. Specifying either one of these attributes will cause buttons to use the classic Windows® styling.



Example of element using this class:

```
<input type="submit" class="button" value="Save Changes" accesskey="s" />
<br />
The button above uses the 'Button' class.
```

[Back to Top](#)**<select> Menus****CSS Selector:** select

This class is applied to every <select> menu seen in vBulletin.



Due to operating system limitations, only certain CSS attributes will be applied to <select> tags, as the majority of their display code is controlled directly by the operating system itself.

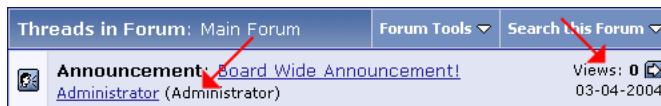
You should find that you can set values for background color, font size and font family successfully. However, certain operating systems; most notably *Mac OS X* on the Apple Macintosh, will completely ignore all CSS applied to <select> tags, choosing instead to use the system themes engine to display the menus.

Example of element using this class:

```
<select name="myselect">
    <option value="1">One</option>
    <option value="2">Two</option>
</select>
<div>The SELECT tag above has its style controlled by this class.</div>
```

[Back to Top](#)**Small Font****CSS Selector:** .smallfont

The Small Font class is used liberally throughout vBulletin, and does 'exactly what it says on the tin', that being to specify a style for a smaller-than-normal font.



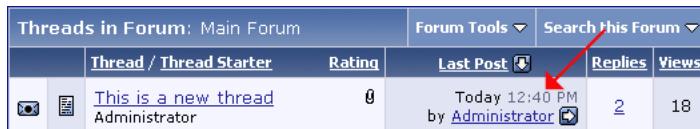
For best results, you should usually specify only a font size and a font family for this class.

Example of element using this class:

```
<p>This text does not use the Small Font class,
<span class="smallfont">but this text <strong>does</strong>
use the Small Font class!</span></p>
```

[Back to Top](#)**Time Color****CSS Selector:** .time

The Time class is applied to (most) elements containing a time in vBulletin.



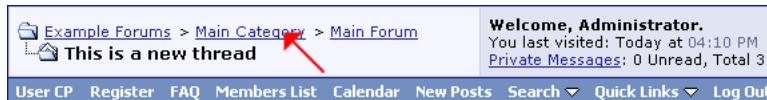
In the default vBulletin style, this class has only the font color specified, although of course you can apply any styles you like to it.

Example of element using this class:

```
<div>Tuesday, March 9th 2004, <span class="time">5:10pm</span>.</div>
```

[Back to Top](#)**NavBar Text****CSS Selector:** .navbar

The NavBar Text class is applied to all text making up the navigation 'breadcrumb' in the *navbar* template.



The final element in the breadcrumb (in the example above, it is 'This is a new thread') uses the NavBar text class but has certain parts of the class overridden by an inline style definition contained within the *navbar* template itself.

Example of element using this class:

```
<span class="navbar">Example Forums</span>
<span class="navbar">&gt; Main Category</span>
<span class="navbar">&gt; Main Forum</span>
```

Highlighted Font**CSS Selector:** .highlight[Back to Top](#)

The Highlighted Font class is used primarily to highlight words in messages that match the conditions of a search. For example, if you searched for 'vBulletin' and then clicked to view the matching threads or posts, the word 'vBulletin' would be highlighted in matching posts.



This class is also used in the [Buddy List](#) to indicate a newly-logged-in buddy.

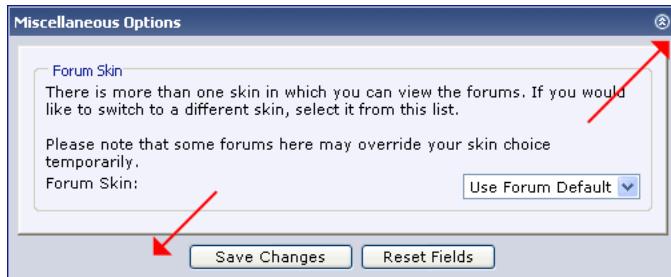
Example of element using this class:

```
<p>Only one word of this sentence uses the
<span class="highlight">highlight</span> class.</p>
```

Panel Surround**CSS Selector:** .panelsurround[Back to Top](#)

The majority of forms in vBulletin appear as a raised panel inside a table.

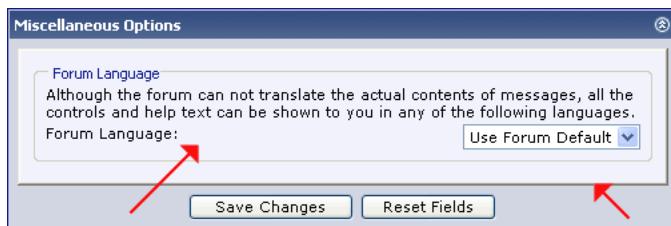
The Panel Surround class is used to define the style for the thick border that surrounds the panel and includes the submit and reset buttons.

**Example of element using this class:**

```
<table class="tborder" cellspacing="5" cellpadding="1">
<tr>
  <td class="panelsurround">
    This cell uses the Panel Surround class.
  </td>
</tr>
</table>
```

Panel (Forms)**CSS Selector:** .panel[Back to Top](#)

Used in conjunction with the [Panel Surround class](#), the Panel class is used to control the style of the raised panel used to house controls on most vBulletin forms.



Both the background color of the panel background and the style of the border surrounding it are controlled by this class.

Example of element using this class:

```
<div class="panel">
  This DIV uses the Panel class.
</div>

<legend>
```

[Back to Top](#)

CSS Selector: legend

Elements within forms in vBulletin are often grouped inside a <fieldset> tag. The titles of these fieldsets are set inside <legend> tags, which take their styling from the <legend> class.



For best results you should usually only specify attributes relating to the text/font for this class, as specifying other attributes such as background color may produce unpredictable results.

Example of element using this class:

```
<form>
  <fieldset>
    <legend>This uses the Legend class</legend>
    <div>Some form elements here...</div>
  </fieldset>
</form>
```

Popup Menu Controls**CSS Selector:** .vbmenu_control
[Back to Top](#)

vBulletin hides complex and infrequently used functionality from immediate view by placing it in [vBMenu popup menus](#).

For the most part, vBMenu popups are controlled by clicking on an element that opens or closes the menu, and these elements' style is controlled with the Popup Menu Controls class.

Threads in Forum: Main Forum		Forum Tools ▾	Search this Forum ▾
Thread / Thread Starter	Rating	Last Post	Replies Views
Announcement: Board Wide Announcement! Administrator (Administrator)		Views: 0 03-04-2004	
This is a thread to illustrate the 'Highlight' class Administrator		Today 04:55 PM by Administrator	0 5
This is a new thread Administrator	0	03-09-2004 12:40 PM by Administrator	2 20

You will most likely need to set attributes for every available field of this class in order to achieve a good result, including background color, font styling and hyperlink styles.

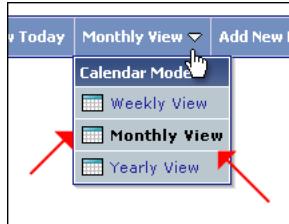
Example of element using this class:

```
<table class="tborder" cellpadding="6" cellspacing="1">
<tr>
  <td id="myMenu" class="vbmenu_control">
    <a href="#myMenu">The TD tag Uses This Class</a>
    <script type="text/javascript"> vbmenu_register("myMenu"); </script>
  </td>
</tr>
</table>
```

Popup Menu Body**CSS Selector:** .vbmenu_popup
[Back to Top](#)

When a [vBMenu popup menu](#) is opened, its contents are usually bordered by a bounding box, and a color is visible through the margins between individual components of the menu itself.

This border and the color showing through the gaps is controlled by the Popup Menu Body class.



In the default vBulletin style, only the background color and foreground color are specified, along with a value for the border, as text and hyperlink styling is handled for the most part by the [Popup Menu Option](#) and [Popup Menu Highlighted Option](#) classes.

Example of element using this class:

```
<div class="vbmenu_popup" id="myMenu_menu" style="display:none">
<table cellpadding="4" cellspacing="1" border="0">
<tr>
<td class="thead">
    The DIV surrounding this table
    uses the Popup Menu Body class
</td>
</tr>
</table>
</div>
```

Popup Menu Option Row

CSS Selector: .vbmenu_option

[Back to Top](#)

Individual elements of a [vBMenu popup menu](#) will usually derive their styling from the Popup Menu Option class.

Elements within popup menus usually take the form of a <td> tag within a table.



When setting the values to be used for this class, you should bear in mind that when the user's mouse pointer hovers over an element using the class, it will switch its class to use the [Popup Menu Highlighted Option class](#).

Example of element using this class:

```
<div class="vbmenu_popup" id="myMenu_menu" style="display:none">
<table cellpadding="4" cellspacing="1" border="0">
<tr>
<td class="vbmenu_option">
    This element within a popup menu
    uses the Popup Menu Option class.
</td>
</tr>
</table>
</div>
```

Popup Menu Highlighted Option

CSS Selector: .vbmenu_hilite

[Back to Top](#)

The Popup Menu Highlighted Option class is unusual in that it is not actually applied to any elements in the vBulletin templates. Instead, it is applied dynamically via Javascript when a user's mouse pointer hovers over an element with the [Popup Menu Option Row class](#) applied, making a rollover effect.



For more details about how this class is applied to elements, see the section on [creating vBMenu popup menus](#).

Note:

For best results, you should apply similar settings to this class as you applied to the [Popup Menu Option Row class](#), making only subtle changes such as the background color and the text color. Making extreme changes such as changing the font family or size will result in menus that appear to 'jump around' when rolling over options.

Example of element using this class:

```
<div class="vbmenu_popup" id="myMenu_menu" style="display:none">
<table cellpadding="4" cellspacing="1" border="0">
<tr>
<td class="vbmenu_option">
    This element will have the Popup
    Menu Highlighted Option class applied
    when the user's mouse pointer hovers over it.
</td>
</tr>
</table>
</div>
```

Forum Jump Menu Classes

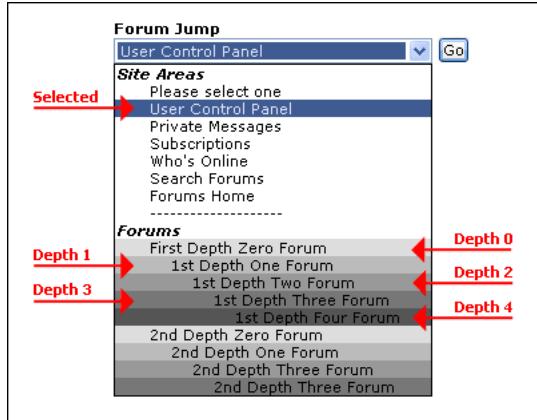
CSS Selectors:

.fjsel Selected Menu Item .fjdpth0 Depth 0 Menu Item**.fjdpth1 Depth 1 Menu Item .fjdpth2 Depth 2 Menu Item****.fjdpth3 Depth 3 Menu Item .fjdpth4 Depth 4 Menu Item**[Back to Top](#)

The Forum Jump Menu Classes are six classes used to apply styling to the Forum Jump Menu.

Of the six classes, the first (.fjsel) is applied to whatever <option> tag is currently selected, thereby creating a cue for the user to see where they are in relation to the rest of the board.

The remaining five classes, .fdpth0 to .fdpth4 are applied to <option> tags containing forums in the menu, with the depth determined by the level of nesting of each forum.



In the example above, you can see that the forum called *1st Depth Two Forum* is a child of the *1st Depth One Forum* forum, which is in turn a child of the *1st Depth Zero Forum* forum. Counting back, this works out as a two-level nested forum, and hence it has the 'Depth 2 Item' forum jump class applied to it.

Note:

As with the [<select> Menus class](#), the Forum Jump Menu classes are applied to <select> and <option> tags, which on non-Windows® operating systems (in particular Macintosh operating systems) can sometimes not be styled.

At most you will be able to style the background color and the text color for these classes, and all other styling will be inherited from the [<select> Menus class](#), if indeed the operating system allows these elements to be styled at all.

Example of elements using these classes:

```
<select name="myselect">
<option class="fjsel" selected="selected">Selected item</option>
<option class="fdpth0">Depth 0 item</option>
<option class="fdpth1">Depth 1 item</option>
<option class="fdpth2">Depth 2 item</option>
<option class="fdpth3">Depth 3 item</option>
<option class="fdpth4">Depth 4 item</option>
</select>
```

Additional CSS Definitions

There are two <textarea> fields provided in the vBulletin Style Manager for 'Additional CSS Definitions'.

[Back to Top](#)

These two boxes allow raw CSS code to be entered. The contents of these two boxes will be appended to the final CSS stylesheet generated automatically by vBulletin from the values entered for all the other classes.

The values in the first box as set by the default vBulletin style define a few small classes that do little jobs and as such don't really warrant getting a full CSS editor like the main classes previously described.

This page will summarize the contents of the first Additional CSS Definitions box and explain what the various classes and definitions do.

Big User Name The 'Big User Name' class is used to control the size of the user name seen on the *postbit* template.
.bigusername

```
.bigusername { font-size: 14pt; }
```

Table Header Blocks This definition extends the style of the [Table Header class](#) by instructing any <td> or <div> tags using the Table Header class to have a specific amount of padding around the content.

```
td.thead, div.thead { padding: 4px; }
```

Page Navigation Links The PageNav class is applied to a container around all multi-page navigation controls. This definition instructs all hyperlinks within the PageNav container to have no underline decoration.

```
.pagenav a { text-decoration: none; }
```

Page Navigation Cells Also related to the PageNav container, this definition causes all <td> tags within the container to have a smaller-than-normal amount of cell padding in order to keep the overall size of the multi-page navigation control bar to a minimum.

```
.pagenav td { padding: 2px 4px 2px 4px; }
```

Fieldset Spacing This class is applied to all <fieldset> tags in vBulletin templates, and causes those tags to have a small amount of margin below themselves in order to aid in page spacing.

```
.fieldset { margin-bottom: 6px; }
```

Fieldset Text Size This group of definitions specifies the size of all text found within <fieldset> tags in vBulletin templates.

```
.fieldset,
.fieldset td,
.fieldset p,
.fieldset li { font-size: 11px; }
```

Inline Forms
form This simple definition instructs browsers that render <form> tags as block-level elements with a margin around them to treat <form> tags as inline elements, thereby preventing unwanted white space from being displayed on the page.

```
form { display: inline; }
```

Label Pointer
label Another simple definition, this causes the mouse pointer for all <label> tags to be displayed as a pointer icon, rather than as a text cursor, indicating that the element can be clicked.

```
label { cursor: default; }
```

Normal Text
.normal This class is used to place normally weighted text inside elements that would normally be displayed as bold.

```
.normal { font-weight: normal; }
```

Inline Images
.inlineimg This class is applied to certain tags in vBulletin templates in order to have them appear to be vertically aligned to the middle of any text in which they are located. In some cases this makes for a more pleasing display.

```
.inlineimg { vertical-align: middle; }
```

Why are there two Additional CSS Definitions boxes?

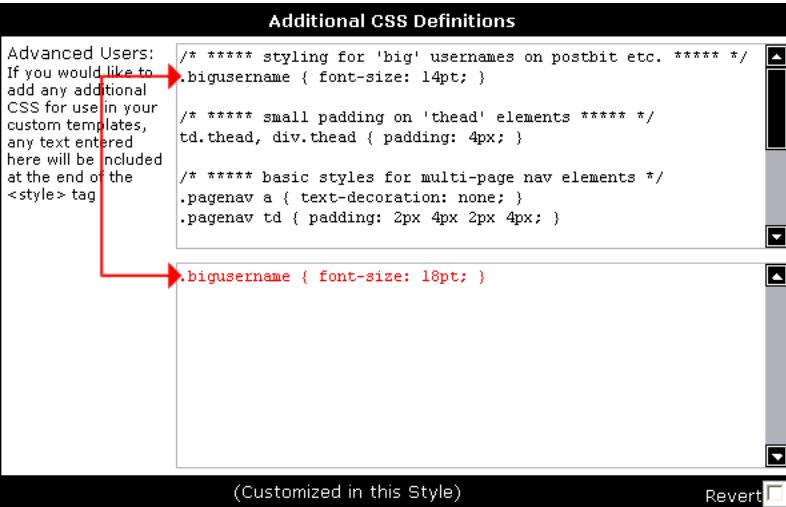
[Back to Top](#)

The reason for there being two separate input areas is that the first is used by the default vBulletin style, so you are advised to leave the content of this field at its default value so that any subsequent updates made by the vBulletin developers are automatically reflected in your own styles. The second field is not and will never be used by the vBulletin default style, so you may enter any additional CSS you wish here safe in the knowledge that you will never have to revert this field to gain new CSS definitions provided in subsequent versions of vBulletin.

Should you wish to change the values of any of the CSS classes defined in the first Additional CSS Definitions box, you can do so by copying the class definition from the first box, pasting it into the second box and making the appropriate changes there.

As the contents of the second box appears after the contents of the first box in the final style sheet, any classes defined in the first box and redefined in the second will take their final values from the second box.

For example, the first box contains a definition for .bigusername, setting the font size to 14pt. By redefining the font size for .bigusername in the second box, the definition made in the first box is overridden.



Style Variables

[Back to Top](#)

StyleVars (short for *Style Variables*) are PHP variables that contain a single value used for controlling the appearance of some aspect of a vBulletin style that would be difficult or impossible to control via CSS.

For example, one StyleVar (called \$stylevar[cellspacing]) controls the spacing between cells in all <table> tags used in vBulletin, as you can see from the following examples:

Threads in Forum: vBulletin Announcements	
	Thread / Thread Starter
	Sticky: vBulletin forum rules Chris Schreiber
	More fake emails not from us! Kier

Firstly, with the \$stylevar[cellspacing] StyleVar set at its default value of 1, you can see a single-pixel border between cells in the table.

Next, with \$stylevar[cellspacing] set to equal 0, you can see that the

Threads in Forum: vBulletin Announcements	
Thread / Thread Starter	
	Sticky: vBulletin forum rules Chris Schreiber
	More fake emails not from us! Kier

border between cells has completely disappeared.

Threads in Forum: vBulletin Announcements	
Thread / Thread Starter	
	Sticky: vBulletin forum rules Chris Schreiber
	More fake emails not from us! Kier

Finally, with \$stylevar[cellspacing] set at **3**, a much wider, 3 pixel border is produced between each cell.

Another example of a StyleVar in use is \$stylevar[cellpadding], which controls the padding of each cell in a table.
At the default value of \$stylevar[cellpadding]: **6**, tables appear with a large amount of padding around the content of each cell.

vBulletin	
	vBulletin Announcements (18 Viewing) Find out the latest news about vBulletin here

After reducing \$stylevar[cellpadding] to **3**, the margin around cell content is halved from the default amount of padding.

vBulletin	
	vBulletin Announcements (18 Viewing) Find out the latest news about vBulletin here
	Announcements Discussions (11 Viewing) Discuss recent announcements here.

And finally, with \$stylevar[cellpadding] set at **0**, all padding is removed, leaving a rather nasty, cluttered layout having no margin between cell content and cell border at all.

vBulletin	
	vBulletin Announcements (19 Viewing) Find out the latest news about vBulletin here
	Announcements Discussions (11 Viewing) Discuss recent announcements here.

StyleVars are incorporated into templates in the same way as any other PHP variables. The following example shows a block of XHTML code from a template using several StyleVars:

```
<table class="tborder" cellpadding="$stylevar[cellpadding]" cellspacing="$stylevar[cellspacing]">
<tr>
  <td class="thead" align="$stylevar[left]">Welcome to vBulletin</td>
  <td class="thead" align="$stylevar[right]">$bbuserinfo[username]</td>
</tr>
<tr>
  <td class="alt1" colspan="2">
    
  </td>
</tr>
</table>
```

The values of StyleVars are set in the StyleVars section of the [Style Manager](#).

The following sections list and explain all the StyleVars used by vBulletin, so you can edit them with confidence, and incorporate them into any custom templates you might create.

HTML Doctype

\$stylevar[htmldoctype]

[Back to Top](#)

The HTML doctype StyleVar controls the first line of the HTML code for every vBulletin page.

It is used to instruct the browser how to render the page, according to a particular type of HTML.

For example, the HTML doctype for *XHTML 1.0 Transitional*, which is the default for vBulletin 3 is this:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
 "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
```

Another popular doctype is that for *HTML 4.0 Transitional*. This doctype is less strict than XHTML, but getting consistent layout results with different browsers is more difficult using HTML 4.0 than it is with XHTML 1.0.

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
```

The HTML Doctype is particularly important for visitors using Microsoft Internet Explorer 6, as the inclusion of a doctype declaration at the top of an HTML page switches Internet Explorer into '[Standards Compliant Rendering](#)'

mode, causing the browser to be far less tolerant of sloppy or incorrect HTML code, and generally to render pages in a manner more similar to that used by other browsers.

Note:

You may leave the HTML doctype completely blank, but if you do so, Internet Explorer 6 will use the 'Quirky Rendering' mode as used by previous versions of Internet Explorer.

When attempting to achieve a layout that will look the same between Internet Explorer, Mozilla, Opera and all the other browsers out there, 'Quirky Rendering' mode can be extremely unhelpful!

Main Table Width

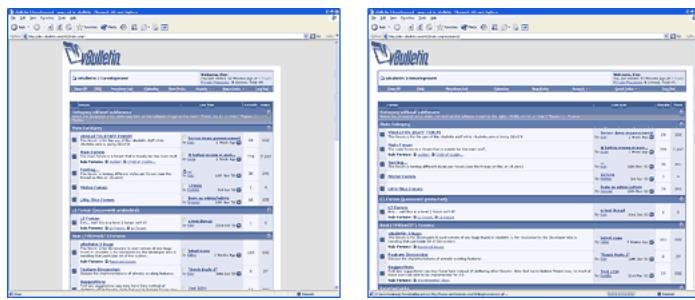
[Back to Top](#)

`$stylevar[outerwidth]` and `$stylevar[outerdivwidth]`

The main table width StyleVar is used to set the overall width of vBulletin pages.

It can accept values both as a percentage of the total page width for a 'liquid' layout, or an explicit value set in pixels to create a fixed layout.

Here you can see examples of the same board with different values for `$stylevar[outerwidth]`.



On the left, the main table width has been set to **760**, creating a fixed-width layout that will not resize to become wider or narrower based on the width of the window. On the right is the same board with `$stylevar[outerwidth]` set to **100%**. As a result, the page content has stretched to fill the available space.

Note:

If you wish to enter a value in pixels, you should enter the number alone, do not add 'px' to the value.

For example: **640**.

To set the value as a percentage, simply enter the percentage value, followed by the % symbol.

For example: **85%**.

This StyleVar actually spawns a second StyleVar, called `$stylevar[outerdivwidth]`. While `$stylevar[outerwidth]` is suitable for placing in the width attribute of a `<table>` tag, `$stylevar[outerdivwidth]` is suitable for use as the value for the CSS-defined width attribute of a `<div>` tag.

Example of `$stylevar[outerwidth]` in use:

```
<table width="$stylevar[outerwidth]" align="center">
<tr>
  <td>This table's width is set by $stylevar[outerwidth].</td>
</tr>
</table>
```

Example of `$stylevar[outerdivwidth]` in use:

```
<div style="text-align: center">
  <div style="width: $stylevar[outerdivwidth]; text-align: left">
    This div's width is being set by $stylevar[outerdivwidth].
  </div>
</div>
```

Spacer Size

[Back to Top](#)

`$stylevar[spacersize]`

The spacer size StyleVar is used to define the width in pixels of the space between the edge of the vBulletin page and the content within it.

The red arrow on this image shows the distance controlled by `$stylevar[spacersize]`.



This StyleVar accepts any numeric value, but will not accept a value specified as a percentage.

Note:

Do not add 'px' to the number you specify as the value for `$stylevar[spacersize]`.

Inner Border Width

[Back to Top](#)

\$stylevar[cellspacing]

The inner border width StyleVar is used as the value for the 'cellspacing' attribute of all tables in vBulletin. It controls the width of the border apparent between table cells.

By setting a value of **1** or greater, a margin will appear between table cells, showing the background color of the underlying table as defined in the *.tborder* CSS class.

At the default value of **1**, a thin, one pixel border is seen between table cells:

Threads in Forum: vBulletin Announcements	
<u>Thread / Thread Starter</u>	
	Sticky: vBulletin forum rules Chris Schreiber
	More fake emails not from us! Kier

By increasing the value to **3**, the border between cells grows thicker:

Threads in Forum: vBulletin Announcements	
<u>Thread / Thread Starter</u>	
	Sticky: vBulletin forum rules Chris Schreiber
	More fake emails not from us! Kier

Setting the value to **0** will result in no margin between cells, so no inner border will appear at all.

Threads in Forum: vBulletin Announcements	
<u>Thread / Thread Starter</u>	
	Sticky: vBulletin forum rules Chris Schreiber
	More fake emails not from us! Kier

Example of \$stylevar[cellspacing] in use:

```
<table class="tborder" cellspacing="$stylevar[cellspacing]" cellpadding="5">
<tr>
  <td class="alt1">First Cell</td>
  <td class="alt2">Second Cell</td>
</tr>
</table>
```

This StyleVar can take any numerical value from 0 to 100 and upwards, although you will find that only 0, 1 and possibly 2 are useful values. Values greater than 2 tend to look extremely ugly.

Note:

Do not add 'px' to the value of this StyleVar.

Table Cell Padding
[Back to Top](#)

\$stylevar[cellpadding]

The table cell padding StyleVar is used as the value for the 'cellpadding' attribute of all tables in vBulletin. It controls the amount of margin shown between the content of a cell and its border.

At the default value of **6**, a wide margin is apparent between the content of each cell and its surrounding border.

vBulletin	
	vBulletin Announcements (18 Viewing) Find out the latest news about vBulletin here
	Announcements Discussions (11 Viewing)

Dropping the value to **3**, we can see that the amount of padding around the content of each cell is halved from its width at the default value.

vBulletin	
	vBulletin Announcements (18 Viewing) Find out the latest news about vBulletin here
	Announcements Discussions (11 Viewing)

By setting the cell padding value all the way down to **0**, all padding is lost from cells, and we are left with a rather nasty-looking cluttered table where the cell borders actually touch the content within them.

The screenshot shows the 'Announcements' section of a vBulletin forum. It displays two threads: 'vBulletin Announcements' with 19 views and 'Announcements Discussions' with 11 views. Both threads have a blue checkmark icon next to their names.

Example of \$stylevar[cellpadding] in use:

```
<table class="tborder" cellspacing="1" cellpadding="$stylevar[cellpadding]">
<tr>
    <td class="alt1">First Cell</td>
    <td class="alt2">Second Cell</td>
</tr>
</table>
```

This StyleVar will accept any numeric value from 0 upwards, although the best results will be had with values between 1 and 10.

Note:

Do not add 'px' to the value of this StyleVar.

Form Element Spacer Size

[Back to Top](#)

\$stylevar[formspacer]

The form element spacer size StyleVar defines a distance in pixels between elements of a form in vBulletin. Its purpose is to allow a comfortable distance to be placed between form controls in order to provide a less cluttered appearance to forms.

At the default \$stylevar[formspacer] value of **3**, a small gap is placed between controls on a form.

The screenshot shows a configuration panel titled 'Receive Email'. It contains several text fields and checkboxes. A small gap is visible between the 'From time to time...' field and the 'If you do not want...' field, as well as between the checkboxes below them.

Increasing the value to **10**, a much wider margin is apparent between form elements.

The screenshot shows the same configuration panel as above, but with a larger gap between the form elements. This is achieved by increasing the \$stylevar[formspacer] value to 10.

This StyleVar will accept any numeric value from 0 upwards. Values between 2 and 10 are probably the most useful for most situations.

Note:

Do not add 'px' to the number you specify as the value for \$stylevar[spacersize].

Form Width

[Back to Top](#)

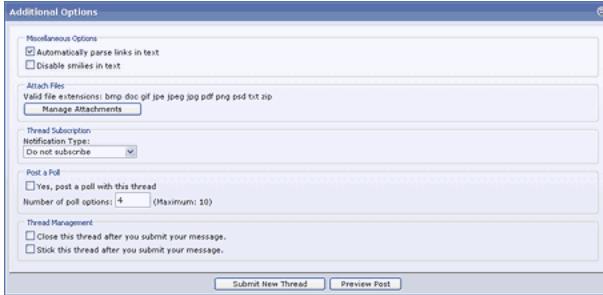
\$stylevar[formwidth]

The form width StyleVar is used to set the width of all forms in vBulletin. Its primary function is to restrict the way that forms can stretch to fill all the available space in a window, which can cause form elements and their descriptions to stretch to levels at which the form becomes difficult to manage.

Here, at the default value of **640px**, the form elements do not expand with the rest of the page, resulting in an easy-to-manage set of controls located in the center of the page:

The screenshot shows the 'Additional Options' section of a forum post editor. The form elements are centered and do not expand to fill the available space, leaving large empty gaps to the right of the controls.

With the value of \$stylevar[formwidth] set to **auto**, the form elements stretch to fill the entire available space. This results in large empty gaps to the right of the form controls, with the controls themselves stuck to the left side of the window.



This StyleVar will accept any value that is a valid entry for [CSS width](#). Examples of valid values include the following:

- **640px** (640 pixels, fixed width)
- **75%** (75% of available width)
- **auto** (Expand to fill all available space)

Example of \$stylevar[formwidth] in use:

```
<div style="width:$stylevar[formwidth]">
<form method="index.php" method="post">
<fieldset>
<legend>My Form Example</legend>
<input type="text" name="mytextfield" value="Hello" />
This is my text field.
</fieldset>
</form>
</div>
```

Note:

This StyleVar is used as a CSS value. If you enter a width in pixels, you **must** add 'px' after the number of pixels desired, for example: '500px'.

User CP Form Width

[Back to Top](#)

\$stylevar[formwidth_usercp]

The user control panel form width StyleVar does exactly the same job as the [form width StyleVar](#)

\$stylevar[formwidth_usercp], except that it allows the width of the navigation panel in the User Control Panel to be taken into account.

The red arrow shows the width controlled by \$stylevar[formwidth_usercp].



For a discussion of the values this StyleVar will accept, see the page relating to the [Form Width StyleVar](#) \$stylevar[formwidth].

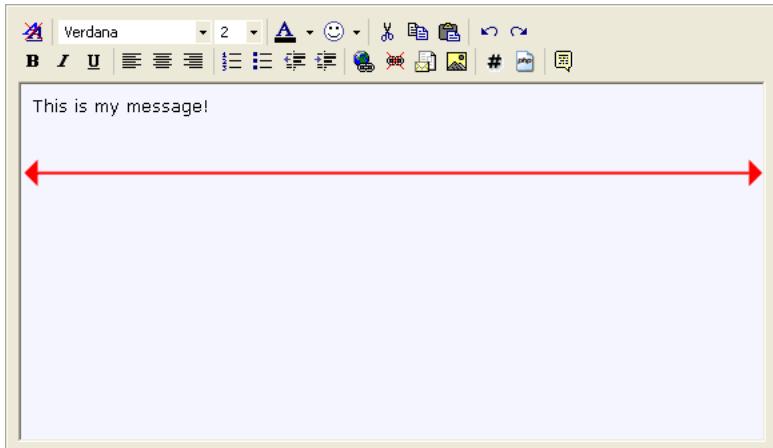
Message Area Width

[Back to Top](#)

\$stylevar[messagewidth]

The message area with StyleVar controls with width of the text input area used for posting messages etc. in vBulletin.

The red arrow indicates the width controlled by this StyleVar.



This StyleVar will accept any value that is a valid entry for [CSS width](#). Examples of valid values include the following:

- **540px** (540 pixels, fixed width)
- **75%** (75% of available width)
- **auto** (Expand to fill all available space)

Warning:

While it is *possible* to use values of 'auto' or a percentage width, testing has shown that many browsers produce unpredictable results when using these methods for the message width StyleVar.

It is therefore recommended that a fixed pixel value such as '540px' be used in this case.

User CP Message Width

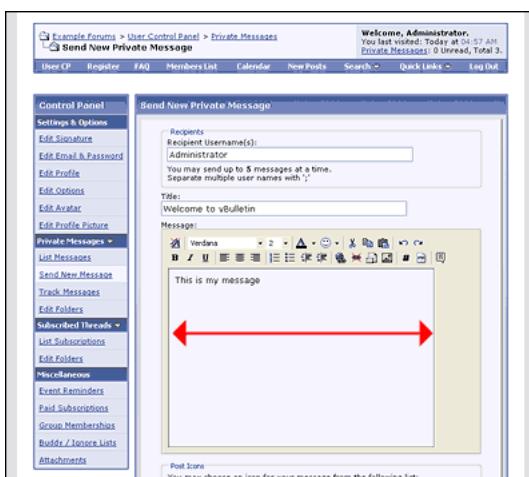
`$stylevar[messagewidth_usercp]`

[Back to Top](#)

This StyleVar is used to control the width of message input text boxes within the User Control Panel (such as the input area for the Private Message posting page).

Its functionality is identical to that of `$stylevar[messagewidth]`, but it allows the width of the navigation panel in the User Control Panel to be taken into account.

The red arrow indicates the width controlled by this StyleVar:



For a discussion of the values this StyleVar will accept, see the page relating to the [Message Area Width StyleVar](#).

`$stylevar[messagewidth]`

[Back to Top](#)

Code Block Width

`$stylevar[codeblockwidth]`

The code block width StyleVar is used to set the width of blocks of code in messages, as defined by the [CODE], [PHP] and [HTML] tags.

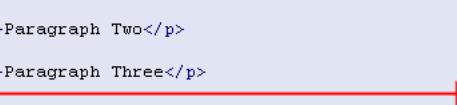
The red arrow indicates the width controlled by the `$stylevar[codeblockwidth]` StyleVar.

My Message

Here is a code block

HTML Code:

```
<p>Paragraph One</p>
<p>Paragraph Two</p>
<p>Paragraph Three</p>
```



That's the end of the code block.

This StyleVar will accept any value that is a valid entry for [CSS width](#). Examples of valid values include the following:

- **640px** (640 pixels, fixed width)
- **75%** (75% of available width)
- **auto** (Expand to fill all available space)

Note:

This StyleVar is used as a CSS value. If you enter a width in pixels, you **must** add 'px' after the number of pixels desired, for example: '500px'.

Title Image

[Back to Top](#)

`$stylevar[titleimage]`

The title image StyleVar stores the URL of the main logo image that usually appears in the *header* template of vBulletin.

Rather than being bunched in with all the other images, the title image is given its own StyleVar in order to make it as easy as possible to make simple customizations to your board, such as changing the colors and the logo image.

The red border indicates the position of the title image at the top-left of a vBulletin page:



The value given to this StyleVar can be one of either:

- A complete URL, such as <http://www.example.com/forums/images/titleimage.gif>
- An absolute path URL such as `/forums/images/titleimage.gif`
- A file path relative to your forum's URL such as `images/titleimage.gif`

Example of `$stylevar[titleimage]` in use:

```

```

You can find this particular StyleVar here: Admin Control Panel > Styles & Templates > Style Manager > dropdown: StyleVars > Image Paths > Title Image

Image Directory Paths

[Back to Top](#)

<code>\$stylevar[imgdir_button]</code>	Button Images Folder
<code>\$stylevar[imgdir_status]</code>	Item Status Icon Folder
<code>\$stylevar[imgdir_attach]</code>	Attachment Icons Folder
<code>\$stylevar[imgdir_misc]</code>	Miscellaneous Images Folder
<code>\$stylevar[imgdir_editor]</code>	Text Editor Controls Folder
<code>\$stylevar[imgdir_poll]</code>	Poll Images Folder
<code>\$stylevar[imgdir_rating]</code>	Ratings Images Folder
<code>\$stylevar[imgdir_reputation]</code>	Reputation Images Folder

The image directory path StyleVars point to directories containing groups of images on your web server.

The purpose of having several different StyleVars pointing to different image directories is to allow the administrator to choose which images are shared between styles, and which images are unique to each style.

For example, if a board has three different styles called 'Red', 'Green' and 'Blue', where the only difference between the three styles is the color scheme, the administrator may decide that each style will share all of its images, except for the button images, where he has created specially colored versions of the buttons to match the color schemes of the three styles.

In this case, all the image directory StyleVars could point to the same group of directories, with the exception of the \$stylevar[imgdir_button] StyleVar, which would have a unique value for each style to point to the appropriate directory containing the colored buttons for each style.

In use, you will find the image directory StyleVars throughout the templates whenever an image is referenced. For example:

```

```

This example shows the 'Button Images Folder' StyleVar being used to point the browser at the directory containing the button images for a style.

If our 'Red', 'Green' and 'Blue' styles have unique values for the button images folder, we might see that StyleVar being evaluated in the templates in this sort of manner:

'Red' Style

```

```

'Green' Style

```

```

'Blue' Style

```

```

The image directory StyleVars can take a URL of any of the following types:

- A complete URL, such as `http://www.example.com/forums/images/buttons`
- An absolute path URL such as `/forums/images/buttons`
- A file path relative to your forum's URL such as `images/buttons`

Warning:

Do not include a trailing slash at the end of your image directory paths.

This is correct:

images/buttons

This is incorrect:

images/buttons/

Replacement Variables

[Back to Top](#)

Replacement Variables are chunks of text that will be replaced with alternative text by the system before being displayed on screen.

Their uses are many and when used correctly they can be very powerful. A common use for replacement variables is to correct annoying spelling mistakes. For example, on the [vBulletin Community Forums](#) a replacement variable exists to replace all instances of the incorrect abbreviation for vBulletin **VBB** with the correct abbreviation **vB**.

Another use for replacement variables is to insert commonly-used blocks of HTML. For example, a replacement variable could be set up to replace `<tablestart>` with `<table class="tborder" cellpadding="6" cellspacing="1" border="0" width="100%" align="center">`.

Therefore, your templates could have blocks of code like this:

```
<tablestart>
<tr>
  <td class="alt1">Cell contents...</td>
</tr>
</table>
```

And before being displayed in a visitor's browser, the replacement variable system would identify the `<tablestart>` replacement variable and replace it accordingly, resulting in this:

```
<table class="tborder" cellpadding="6" cellspacing="1" border="0" width="100%" align="center">
<tr>
  <td class="alt1">Cell contents...</td>
</tr>
</table>
```

Replacement variables in vBulletin 3 are **case insensitive** meaning that a replacement variable set to search for *word* will also match *Word*, *wOrD* and *WORD* etc.

The replacement variable system is activated in the last stages of page processing before the HTML is delivered to a visitor's browser. The system searches for target text in the completed, parsed templates. In some ways this can be very useful, but there are caveats of which you should be aware.

Warning:

While powerful, replacement variables can also break the functionality of your board if used incorrectly.

For example, creating a replacement variable to search for '*html*' and replace it with '*HTML*', any hyperlinks pointing to files with a *.html* suffix will have those links replaced with *.HTML*, which is not the same file as far as Unix web servers are concerned.

Worse still, you might choose to use a replacement variable to turn every instance of the word *home* into a hyperlink pointing to your home page: `home`.

While this will work, you will have the situation where the word 'home' is used in locations where creating a hyperlink would cause invalid HTML, such as this:

```

```

...which would end up being delivered to the browser as

```

```

...which is obviously invalid HTML and will not function correctly.

Preventing Visitors from Activating Replacement Variables

[Back to Top](#)

In many cases you will want to prevent your users from being able to activate replacement variables by posting trigger text in their messages.

For this reason, it is recommended that you set any replacement variables that should be used in templates only to appear as HTML tags, such as <myreplacement>.

This is done because most forums do not allow visitors to post raw HTML in their messages (this is seen as a serious security risk). In forums where HTML posting is disallowed, any special HTML characters such as the < and > characters are replaced with their equivalent HTML character entities to prevent the HTML code from being interpreted as HTML rather than printed text.

For example, the < character is replaced with < and the > character is replaced with >. This replacing of special HTML characters makes it impossible for a user to post <myreplacement> in their messages, as it would be translated into <myreplacement>, which does not match the trigger text. It will therefore not be replaced with the replacement text for your <myreplacement> variable.

Where are the Replacement Vars from vB2?

[Back to Top](#)

If you have upgraded to vBulletin 3 from a previous installation of vBulletin 2, you will probably know that in vBulletin 2, replacement variables were used extensively in the default vBulletin style to control various facets of the style, such as colors and fonts. In vBulletin 3 however, there are *no* replacement variables used in the default style.

Where did they all go?

The answer is that all of the replacement variables from vBulletin 2 have been translated into [CSS classes](#), or have been migrated to the new [StyleVars](#) system.

The new systems are less processor-intensive (easier on your server's resources) than using replacement variables, and offer a lot more flexibility in the way that they can be used.

The following table lists all the default vBulletin 2 replacement variables, and shows how they have been translated for use in vBulletin 3.

Item Name	Replacement Text	vBulletin 3 Description Equivalent	
HTML Doctype	{htmldoctype}	StyleVar: HTML Doctype	The HTML Doctype replacement variable has been migrated directly to the HTML Doctype StyleVar.
Body Tag	<body>	CSS: Body class	All attributes controlled by the <body> tag replacement variable in vBulletin 2 are now managed by the Body CSS class.
Main Table Width	{tablewidth}	StyleVar: Main Table Width	The width of vBulletin tables; controlled by the {tablewidth} replacement variable in vBulletin 2, is now controlled by the Main Table Width StyleVar.
Content Table Width	{contenttablewidth}	StyleVar: Spacer Size	The width of tables inside the main page body; previously controlled by the {contenttablewidth} replacement variable, is now handled in a different way by the Spacer Size StyleVar.
Outer Borders Width	{tableouterborderwidth}	CSS: Table Border class	The width of the border around tables in vBulletin is now controlled via CSS as part of the Table Border class.
Inner Borders Width	{tableinnerborderwidth}	StyleVar: Inner Border Width	Control of the amount of spacing between table cells has been transferred to the Inner Border Width StyleVar.
'Extra' Table Attributes	{tableouterextra}{tableinnerextra}{tableinvisibleextra}	n/a	In vBulletin 2 these replacement variables were used to allow arbitrary code to be inserted into <table> tags. This functionality is no longer necessary, as any code that might have been inserted here can now be emulated using CSS.
Page Background / Text Colors	{pagebgcolor}{pagetextcolor}	CSS: Page Background class	The background color and text color of the main page body is now controlled by the Page Background CSS class.
Table Border Color	{tablebordercolor}	CSS: Table Border class	The {tablebordercolor} replacement variable was used to set the color of all borders around and inside <table> tags in vBulletin 2. This functionality is now managed by CSS in the Table Border class.

Category Strip Background / Text Colors	{categorybackcolor} {categoryfontcolor}	CSS: Category Strips class	The background and text colors used in category strips and main table title bars is now controlled by the Category Strips CSS class.
Table Heading Background / Text Colors	{tableheadbgcolor} {tableheadtextcolor}	CSS: Table Header class	Previously controlled by the {tableheadbgcolor} and {tableheadtextcolor} replacement variables, the style of column headings is now a part of the Table Header CSS class.
First Alternating Table Background Color	{firstaltcolor}	CSS: First Alternating Color class	In vBulletin 2, only the background color of elements using the First Alternating Color could be specified. In vBulletin 3 the First Alternating Color CSS class allows significantly more control.
Second Alternating Table Background Color	{secondaltcolor}	CSS: Second Alternating Color class	Partnering the First Alternating Color CSS class, the Second Alternating Color CSS class defines the style of elements previously colored with the {secondaltcolor} replacement variable.
Hyperlink Normal / Hover Colors	{linkcolor} {hovercolor}	CSS: Body and Page Background classes	vBulletin 2 allowed administrators to control the color of standard hyperlinks, and to also specify a color for those links when a mouse pointer is hovered over them. In vBulletin 3, almost every individual CSS class can define its own settings for hyperlink styling, although it is often the case that only the Body CSS class will have link styles defined, in which case this class will control all hyperlinks.
Time Color	{timecolor}	CSS: Time Color class	In order to control the color of times shown on vBulletin pages, it is now necessary to look at the Time Color class, which allows not only the color but a variety of other attributes to be controlled for the styling of time displays.
Calendar Colors	{calbgcolor} {calbirthdaycolor} {caldaycolor} {calprivatecolor} {calpubliccolor} {caltodaycolor}	n/a	The various colors defined by the calendar color replacement variables in vBulletin 2 have become redundant with the new calendar system in vBulletin 3.
Image Folder Path	{imagesfolder}	StyleVar: Image Directory Paths	While vBulletin 2 defined a single images directory with the {imagesfolder} replacement variable, vBulletin 3 defines a variety of folders to serve different purposes. These are controlled by the Image Directory Paths StyleVars.
Title Image Path	{titleimage}	StyleVar: Title Image	The path controlled by the Title Image Path replacement variable is now controlled by the Title Image StyleVar in vBulletin 3.
New Thread / Reply / Closed Image Paths	{newthreadimage} {replyimage} {closedthreadimage}	n/a	While vBulletin 2 specified replacement variables for three button images relating to posting new threads and replying to posts, all of these images are now found in the \$stylevar[imgdir_button] StyleVar, one of the Image Directory Path StyleVars.
Main Font	<normalfont>	CSS: Body and <td>, <th>, <p>, classes	In vBulletin 2 it was necessary to surround all text with <normalfont> tags in order to have it use the fonts and sizes specified. In vBulletin 3 this is no longer the case, and text display is controlled by the Body and <td>, <th>, <p>, CSS classes.
Small Font	<smallfont>	CSS: Small Font class	When a smaller-than-normal font size is required in vBulletin 3, it is a simple matter of applying the Small Font CSS class to an HTML tag surrounding the text to be made small.
Large Font	<largefont>	n/a	The <largefont> replacement variable was used so infrequently in vBulletin 2 that it was decided not to waste resources on replicating it in vBulletin 3, so it is no longer available.
Highlighted Font	<highlight>	CSS: Highlighted Font class	In vBulletin 2 the color of highlighted text was controlled by the <highlight> replacement variable, but much more control is afforded by the vBulletin 3 Highlighted Font CSS class that replaces it.
Textarea Column Settings	{textareacols_IE} {textareacols_NS4} {textareacols_NS6}	n/a	In the <i>bad old days</i> before CSS was widely supported by browsers it was necessary to rely on the cols="x" attribute of <textarea> tags to specify the width of a <textarea>. Different browsers interpreted this value with a different resultant width, resulting in the need for a set of replacement variables in order to achieve roughly the same width for <textarea> tags in all browsers. With CSS the 'width' style attribute can

be used to control the width more precisely, rendering these three replacement variables obsolete.

With the information in this table, your transition from the vBulletin 2 styles system to the vBulletin 3 system should be as painless as possible.

Style Inheritance

[Back to Top](#)

Like so many other systems in vBulletin, the vBulletin Styles system works around the concept of inheritance.

In essence, this means that you can create an unlimited number of styles in which your board can be viewed, and customizations made in one style will be inherited by all of its 'child' styles.

Inheritance Example

[Back to Top](#)

The concept of inheritance as used by vBulletin 3 styles is best illustrated with an example of a common use for the system.

Many site owners will want to customize the look of their vBulletin installation so that it fits in with the style of the rest of the site. This is normally done by editing the colors used by vBulletin, and by editing the *header* and *footer* templates.

Let us imagine that we want to customize your *header* and *footer* templates, but we also want to offer three different color schemes for our visitors to choose between. For argument's sake, we'll call these the 'Red', 'Green' and 'Blue' styles.

We could create three new styles, calling one 'Blue', one 'Green' and one 'Red', then customize the *header* and *footer* templates in each style. That would be a perfectly valid solution, but has one serious disadvantage, in that should we decide that we want to alter the HTML in the customized *header* template, we would need to go through and edit the template in each of our three styles individually.

Style Manager			
<input type="checkbox"/> Default Style	1	All Style Options	Go
<input checked="" type="checkbox"/> Red	10	All Style Options	Go
<input checked="" type="checkbox"/> Green	20	All Style Options	Go
<input checked="" type="checkbox"/> Blue	30	All Style Options	Go
Save Display Order		Search in Templates	

A much more manageable solution would be to create a single new style, which we will call 'Custom Header / Footer' and customize the *header* and *footer* templates within this style.

Style Manager			
<input type="checkbox"/> Default Style	1	All Style Options	Go
<input checked="" type="checkbox"/> Custom Header / Footer	10	All Style Options	Go
Save Display Order		Search in Templates	

Now in order to offer site visitors the three color variants we want, we create the 'Red', 'Green' and 'Blue' styles as child styles of the 'Custom Header / Footer' style.

Each of these child styles will inherit the customized *header* and *footer* templates from the 'Custom Header / Footer' parent style, so we will not need to edit that template in the child styles, and if we choose to change the HTML of either the *header* or *footer* templates at some point in the future, we need only edit those templates in the parent style, and the changes will be automatically inherited by the three child styles.

Style Manager			
<input type="checkbox"/> Default Style	1	All Style Options	Go
<input type="checkbox"/> Custom Header / Footer	10	All Style Options	Go
-- <input checked="" type="checkbox"/> Red	100	All Style Options	Go
-- <input checked="" type="checkbox"/> Green	200	All Style Options	Go
-- <input checked="" type="checkbox"/> Blue	300	All Style Options	Go
Save Display Order		Search in Templates	

While this is a very simple example, involving only the site color scheme and the *header* and *footer* templates, the vBulletin styles system allows you to individually customize every template and every CSS attribute of a style, and each of those customized attributes can be inherited by all child styles.

In the next section we will look into the mechanics behind this system in order to gain a good understanding of how to use vBulletin styles most effectively.

Inheritance Mechanics

[Back to Top](#)

In the vBulletin styles system, each element of a style can be customized from the vBulletin default value, and each customization will be inherited by any child styles of the style in which the customization was made, unless the value is further customized in the child style.

In order to explain this in simple terms, let us assume that a vBulletin style consists of [x] individual elements, those being a background color, a text color, a font style and a few templates. For the purposes of this example, we will represent the contents of a style like this:

	Background Color	Text Color	Font Style	Header Template	Footer Template
vBulletin Default	#FFFFFF	#000000	10pt verdana, arial, helvetica, sans-serif	<p>This is the default 'header' template!</p>	<div>This is the default 'footer' template!</div>

Using the example of the customized *header* and *footer* templates we used in our [first look at style inheritance](#), we can imagine that we could represent the 'Custom Header / Footer' style like this:

	Background Color	Text Color	Font Style	Header Template	Footer Template
vBulletin Default	#FFFFFF	#000000	10pt verdana, arial, helvetica, sans-serif	<p>This is the default 'header' template!</p>	<div>This is the default 'footer' template!</div>
Custom Header / Footer	#FFFFFF	#000000	10pt verdana, arial, helvetica, sans-serif	<p>This is my custom 'header' template!</p>	<div>This is my custom 'footer' template!</div>

In this example, items that have been customized in a style are shown in **red**. You can see that the background color, text color and font style values are all shown in **black**, meaning that they are unchanged from the default values, while both the *header* and *footer* templates are shown in **red**, meaning that they have been customized, and therefore override their default contents.

We will now add the final branch of the style tree from our previous example, namely the 'Blue' style.

	Background Color	Text Color	Font Style	Header Template	Footer Template
vBulletin Default	#FFFFFF	#000000	10pt verdana, arial, helvetica, sans-serif	<p>This is the default 'header' template!</p>	<div>This is the default 'footer' template!</div>
Custom Header / Footer	#FFFFFF	#000000	10pt verdana, arial, helvetica, sans-serif	<p>This is my custom 'header' template!</p>	<div>This is my custom 'footer' template!</div>
Blue	#0000FF	#FFFFFF	10pt verdana, arial, helvetica, sans-serif	<p>This is my custom 'header' template!</p>	<div>This is my custom 'footer' template!</div>

Here we can see that both the background and text color values have been customized, and are therefore shown in **red**, while the font style value has not been changed and therefore is being inherited from the vBulletin default values. However, both the *header* and *footer* templates have been customized in the parent 'Custom Header / Footer' style, and so those custom versions are inherited by the 'Blue' style. This inheritance is shown as an **orange** value.

Furthermore, if we now decided to customize the *header* template in the 'Blue' style, we would have something like this:

	Background Color	Text Color	Font Style	Header Template	Footer Template
vBulletin Default	#FFFFFF	#000000	10pt verdana, arial, helvetica, sans-serif	<p>This is the default 'header' template!</p>	<div>This is the default 'footer' template!</div>
Custom Header / Footer	#FFFFFF	#000000	10pt verdana, arial, helvetica, sans-serif	<p>This is my custom 'header' template!</p>	<div>This is my custom 'footer' template!</div>
Blue	#0000FF	#FFFF00	10pt verdana, arial, helvetica, sans-serif	<p>This is my special BLUE 'header' template!</p>	<div>This is my custom 'footer' template!</div>

Here we can see that the customized (**red**) *header* template in the 'Blue' style overrides not only the default vBulletin *header* template, but also the customized *header* template from its parent 'Custom Header / Footer' style, while the *Footer* template is still inherited from its parent.

To illustrate the ability of vBulletin's style system to allow a theoretically infinite level of parent/child relationships between styles, we will now add a child style to the 'Blue' style, in which we will set the font size to be extra large. We will call this style 'Big Font Blue'.



In this style, we will customize the font size attribute to be larger than normal, which will result in a style inheritance diagram like this:

	Background Color	Text Color	Font Style	Header Template	Footer Template
vBulletin Default	#FFFFFF	#000000	10pt verdana, arial, helvetica, sans-serif	<p>This is the default 'header' template!</p>	<div>This is the default 'footer' template!</div>
Custom Header / Footer	#FFFFFF	#000000	10pt verdana, arial, helvetica, sans-serif	<p>This is my custom 'header' template!</p>	<div>This is my custom 'footer' template!</div>
Blue	#0000FF	#FFFF00	10pt verdana, arial, helvetica, sans-serif	<p>This is my special BLUE 'header' template!</p>	<div>This is my custom 'footer' template!</div>
Big Font Blue	#0000FF	#FFFF00	14pt verdana, arial, helvetica, sans-serif	<p>This is my special BLUE 'header' template!</p>	<div>This is my custom 'footer' template!</div>

Here you can see that the vBulletin default font style is inherited by the 'Custom Header / Footer' style and the 'Blue' style, but is overridden by the customized version in the 'Big Font Blue' style.

Were we to now customize the font style in the 'Custom Header / Footer' style, the change would automatically be inherited by the 'Blue' style, but would not be inherited by the 'Big Font Blue' style, as it has its own customized version.

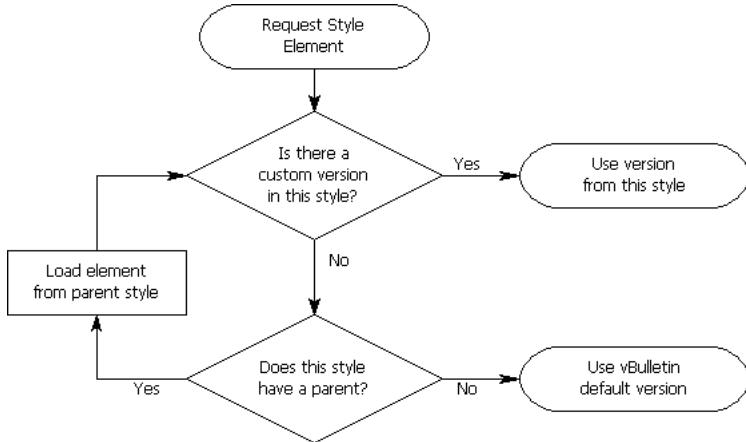
	Background Color	Text Color	Font Style	Header Template	Footer Template
vBulletin Default	#FFFFFF	#000000	10pt verdana, arial, helvetica, sans-serif	<p>This is the default 'header' template!</p>	<div>This is the default 'footer' template!</div>
Custom Header / Footer	#FFFFFF	#000000	12pt verdana, arial, helvetica, sans-serif	<p>This is my custom 'header' template!</p>	<div>This is my custom 'footer' template!</div>
Blue	#0000FF	#FFFF00	12pt verdana, arial, helvetica, sans-serif	<p>This is my special BLUE 'header' template!</p>	<div>This is my custom 'footer' template!</div>
Big Font Blue	#0000FF	#FFFF00	14pt verdana, arial, helvetica, sans-serif	<p>This is my special BLUE 'header' template!</p>	<div>This is my custom 'footer' template!</div>

Additionally, were we now to **revert** the customized *footer* template in the 'Custom Header / Footer' style, its child styles would automatically inherit the vBulletin default value.

	Background Color	Text Color	Font Style	Header Template	Footer Template
vBulletin Default	#FFFFFF	#000000	10pt verdana, arial, helvetica, sans-serif	<p>This is the default 'header' template!</p>	<div>This is the default 'footer' template!</div>
Custom Header / Footer	#FFFFFF	#000000	12pt verdana, arial, helvetica, sans-serif	<p>This is my custom 'header' template!</p>	<div>This is the default 'footer' template!</div>
Blue	#0000FF	#FFFF00	12pt verdana, arial, helvetica, sans-serif	<p>This is my special BLUE 'header' template!</p>	<div>This is the default 'footer' template!</div>
Big Font Blue	#0000FF	#FFFF00	14pt verdana, arial, helvetica, sans-serif	<p>This is my special BLUE 'header' template!</p>	<div>This is the default 'footer' template!</div>

The system does not allow you to alter the vBulletin default value for any item, so you can revert any of your customizations at any time to their original contents.

This diagram illustrates the decision system used by vBulletin when loading each element from a style.



Color Map Reference

The following pages are designed as a reference to help with the styling of your own boards.

[Back to Top](#)

The color maps show the how CSS and StyleVars are used in the example templates.

[Forum Home Template](#)

[Back to Top](#)

Forum Home

Forum	Last Post	Threads	Posts	Moderator
The Learning Place The place to learn				
vB Styles & Templates Only things relating to styles and templates go in here.	The test thread by boxyRegUser Today 01:59 PM	4	13	BoxyMod
Admin Control Panel Admincp stuff goes in here	Never	0	0	
Installations & Upgrades Understanding the installation and upgrade process & dealing with errors	Never	0	0	
Development Dev stuff (html, php, sql & javascript)				
PHP Keep PHP coding stuff here.	Never	0	0	
html All html related stuff in the forum please	Never	0	0	
Mark Forums Read View Forum Leaders				

1. Table Header - Background color
 CSS Selector: .thead

7. Second Alternating Color - Background color
 CSS Selector: .alt2, alt2Active

2. Table Border - Background color, border style
 CSS Selector: .tborder

8. Body - Link
 CSS Selector: body, a:link, a:visited, a:hover

3. Table Header - Font
 CSS Selector: thead

9. Time Color - Font
 CSS Selector: .time

4. Category Strips - Background color
 CSS Selector: .tcat

10. Table Footer - Background color
 CSS Selector: .tfoot

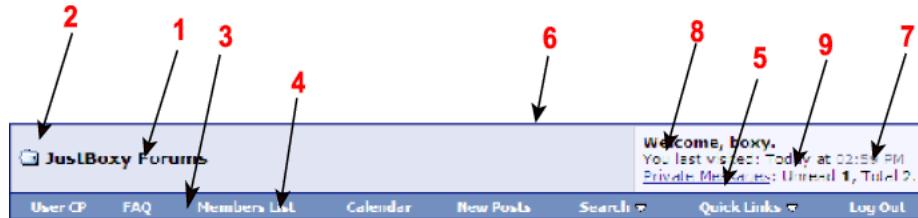
5 Category Strips - Font
 CSS Selector: .tcat

11. Table Footer - Font
 CSS Selector: .tfoot

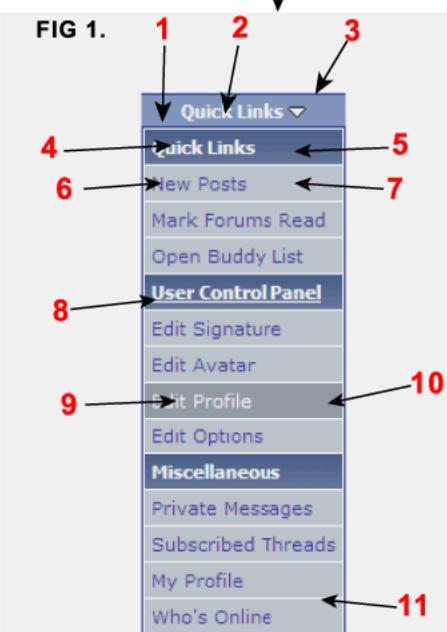
6. First Alternating Color - Background color
 CSS Selector: .alt1, alt1Active

[Navbar Template](#)

[Back to Top](#)

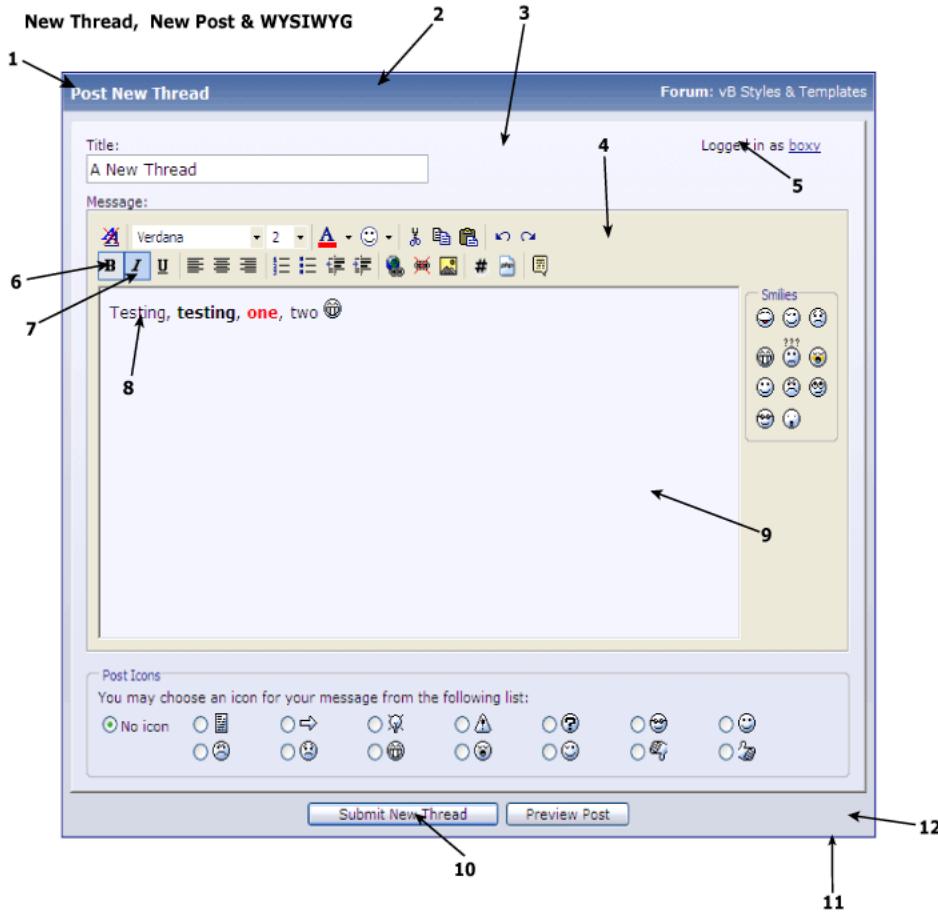
Navbar and vBmenu_control

1. First Alternating Color
CSS Selector: .alt1, .alt1Active
2. Navbar Text - Font Color
CSS Selector: .navbar
3. Popup Menu Controls - background color
CSS Selector: .vbmenu_controls
4. Popup Menu Controls - Font Color
CSS Selector: .vbmenu_controls
5. Second Alternating Color
CSS Selector: .alt2, alt2Active
6. Table Border
CSS Selector: .tborder
7. Time Color
CSS Selector: .time
8. Body - includes a:link, a:visited, a:hover
CSS Selector: body
9. Small Font
CSS Selector: .smallfont



- | | |
|--|--|
| 1. Popup Menu Controls - Background
CSS Selector: .vbmenu_controls | 7. Popup Menu Option Row - Background
CSS Selector: .vbmenu_option |
| 2. Popup Menu Controls - Font
CSS Selector: vbmenu_controls | 8. Table Header - Link (a:link, a:visited, a:hover)
CSS Selector: .thead |
| 3. Table Border - Background and border
CSS Selector: .tborder | 9. Popup Menu Highlighted Option - Font
CSS Selector: .vbmenu_hilite |
| 4. Table Header - Background
CSS Selector: .thead | 10. Popup Menu Hightlighted Option - Background
CSS Selector: .vbmenu_hillite |
| 5. Table Header - Font
CSS Selector: .thead | 11. Popup Menu Body - Background
CSS Selector: .vbmenu_popup |
| 6. Popup Menu Option Row - Link (a:link, a:visited, a:hover)
CSS Selector: .vbmenu_option | |

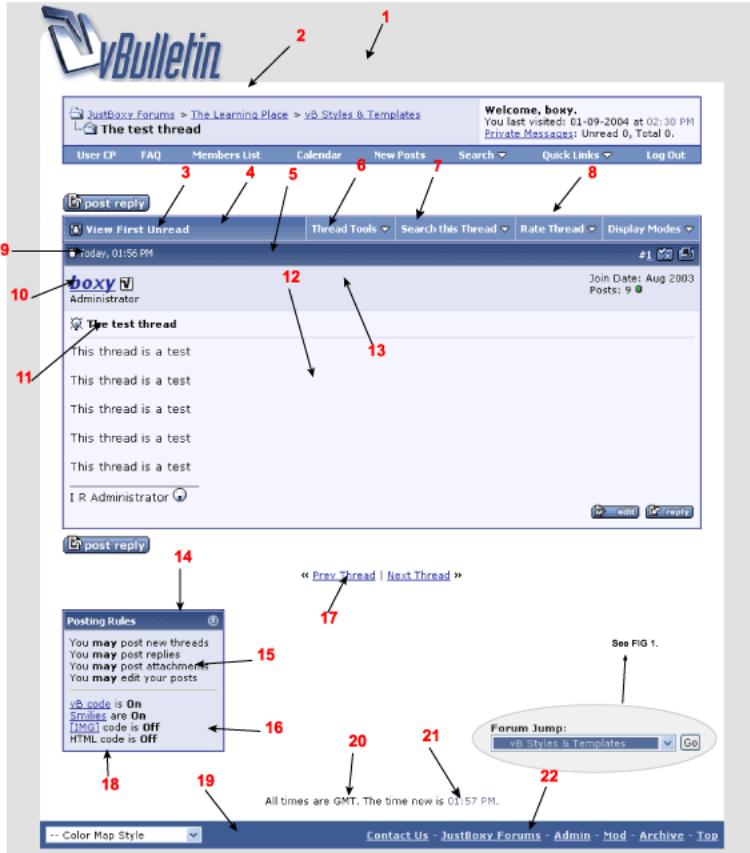
[New Thread Template](#)[Back to Top](#)



- | | |
|--|---|
| 1. Category Strips - Font
CSS Selector: .tcat | 7. Text Editor Control Styles - Editor buttons in hover state
CSS Selector: .wysiwyg |
| 2. Category Strips - Background
CSS Selector: .tcat | 8. WYSIWYG Editor - Font
CSS Selector: .wysiwyg |
| 3. Panel (Forms) - Background
CSS Selector: .panel | 9. WYSIWYG Editor - Background
CSS Selector: .wysiwyg |
| 4. Text Editor Control Styles - Editor buttons in normal state
Background | 10. Button
CSS Selector: .button |
| 5. Small Font - Font
CSS Selector: .smallfont | 11. Table Border - background and Border
CSS Selector: .tborder |
| 6. Text Editor Control Styles - Editor buttons in selected state
Background | 12. Panel Surround - Background
CSS Selector: .panelsurround |

Thread Template

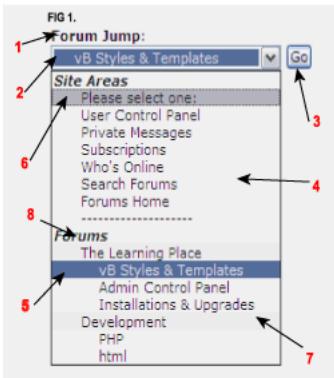
[Back to Top](#)



1. Body - Background
CSS Selector: body
2. Page Background
CSS Selector: .page
3. Category Strips - Links (a:link, a:visited, a:hover)
CSS Selector: .tcat
4. Category Strips - Background
CSS Selector: .tcat
5. Table Header - Background
CSS Selector: .thead
6. Popup Menu Controls - Font Color
CSS Selector: .vbmenu_controls
7. Popup Menu Controls - Background
CSS Selector: .vbmenu_controls
8. Table Border - Background and border
CSS Selector: .tborder
9. Table Header - Font
CSS Selector: .thead
10. Username - Font size
Defined in the postbit template
11. Body Text or First/Second Alternating Color - Font
CSS Selector: body, .alt1, alt1Active .alt2, alt2Active

12. First Alternating Color - Background
CSS Selector: alt1, alt1Active
13. Second Alternating Color - Background
CSS Selector: .alt2, alt2Active
14. Category Strips - Background
CSS Selector: .tcat
15. First Alternating Color - Font color
CSS Selector: .alt1
16. First Alternating Color - Background
CSS Selector: .alt1
17. Body - Links (a:link, a:visited, a:hover)
CSS Selector: body
18. Table Border - Background and Border
CSS Selector: .tborder
19. Table Footer - Background
CSS Selector: .tfoot
20. Small Font - font color
CSS Selector: .smallfont
21. Time Color - Font Color
CSS Selector: .time
22. Table Footer - Links (a:link, a:visited, a:hover)
CSS Selector: .tfoot

1. Body - Font
CSS Selector: body
2. Forum Jump Menu:
Selected Item - Background
CSS Selector: ???
3. Button
CSS Selector: .button
4. <select> Menus - Background
CSS Selector: select
5. Forum Jump Menu:
Selected Item - Font color



Post Reply

Today, 07:30 PM

boxy Member I R ADMIN

Test Thread

This is post number 1 of test thread 😊

Edit Quote

Today, 07:31PM

boxy Member I R ADMIN

This is post number 2 😊

Edit Quote

Post Reply

Moderation Merge Posts Go (1)

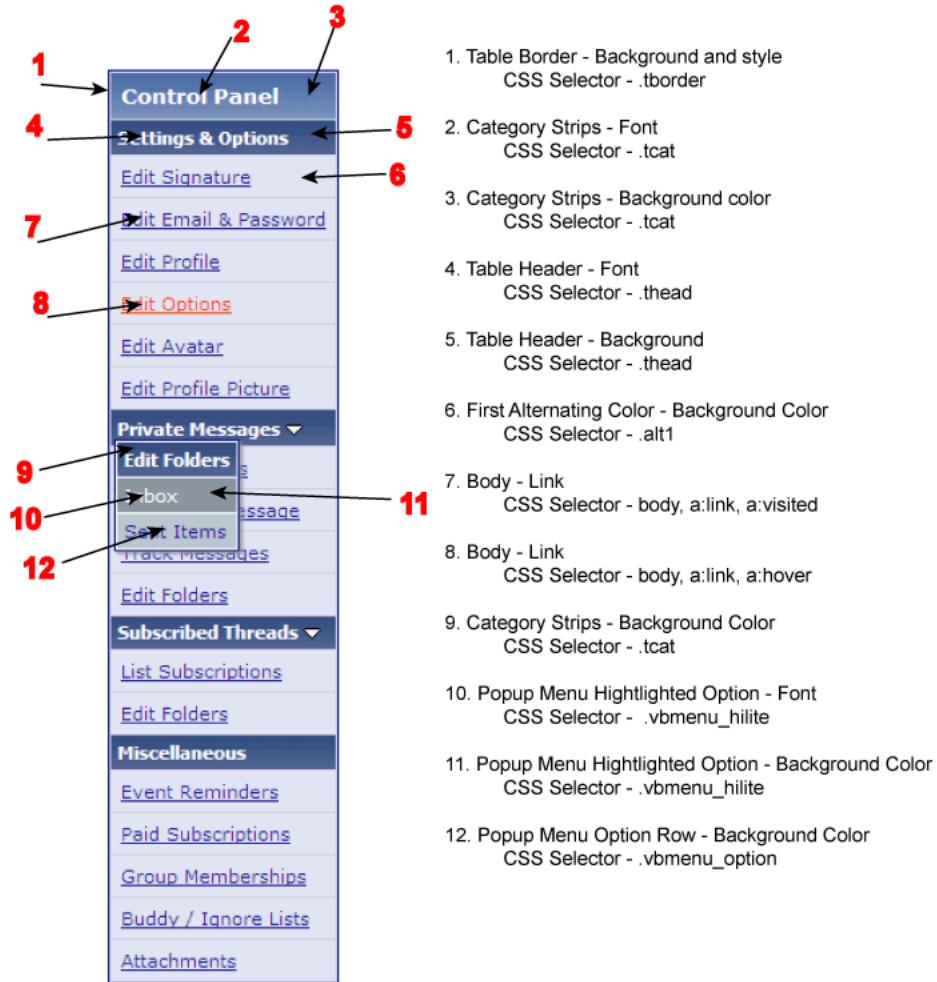
« Previous Thread | Next Thread »

1. Inline Moderation Element Highlight - Background
CSS Selector: td.inlinemod

User Control Panel Template

[Back to Top](#)

User Control Panel



What's Going On Template

[Back to Top](#)

What's Going On



Forum Display Template

[Back to Top](#)

The screenshot shows a list of threads in a forum. Numbered arrows point to specific parts of the interface:

- 1.** Category Strips - Background
CSS Selector: .tcat
- 2.** Inline Moderation Element Highlight - Background
CSS Selector: td.inlinemod
- 3.** Category Strips - Font
CSS Selector: .tcat
- 4.** First Alternating Color - Background
CSS Selector: .alt1, .alt1Active
- 5.** Second Alternating Color - Background
CSS Selector: .alt2, .alt2Active
- 6.** Table Head - Background
CSS Selector: .thead
- 7.** Table Head - Font
CSS Selector: .thead
- 8.** Time Color - Font
CSS Selector: .time
- 9.** Body - Links
CSS Selector: body, a:link, a:visited, a:hover

The Style Manager

[Back to Top](#)

The Style Manager is the central hub for editing and creating vBulletin styles and their constituents. From here you can control every aspect of the way your vBulletin installation appears to your visitors, from simple color and font changes right through to fundamentally altering the layout of the board by editing templates.



The image above shows the Style Manager as it would appear immediately after a new vBulletin installation. Looking at the Style Manager from left to right, various controls are visible.

- The 'Allow User Selection' Checkbox**
This checkbox controls whether or not the style will be available for non-administrators to use. If the checkbox for a style is cleared, only administrators will be able to use that style.
- The Style Title Hyperlink**
The style title is also a hyperlink. Clicking it will open a new window and show the public area of your vBulletin using the style you clicked, even if the public are not able to use that particular style.
- The Display Order Text Box**
The small text box containing a number controls the *display order* of a style. Higher numbers will be displayed later in the listing. This value makes absolutely no difference to the content of the style, and is used solely for convenience of display.
- The Style Options Menu**
This popup menu contains links to make alterations to the style such as changing its title, downloading the style as a style.xml file etc.
- The Expand/Collapse Templates List Button**
Clicking the [« »] button will open or close the list of templates for the current style.

Note:

- Examples of (modified) vBulletin boards: <http://www.vBulletin.com/links.php>
- Examples of vBulletin style and template modifications here: <http://www.vBulletin.org/forum/>

Creating New Styles

[Back to Top](#)

To create a new style, click the [Add New Style] link underneath the main body of the Style Manager.

This will bring up the *Add New Style* interface.

The controls on this form are as follows:

Parent Style This menu controls the way that this new style will inherit attributes from other styles that you may have defined.

For a complete discussion of vBulletin 3 style inheritance principles, see [Style Inheritance](#).

Title Here you should enter the name you have chosen for your new style

Allow User Selection This Yes/No choice corresponds to the checkbox next to each style on the main [Style Manager](#) interface, and affects whether or not your visitors will be able to use this style to view the board.

Display Order This text box expects you to enter a whole number (0, 15, 99, 1007 etc) to affect the position at which this style will appear in any style lists. It corresponds to the display order text box on the main [Style Manager](#) interface.

When you have filled in the forum, hit the [Save] and you will be returned to the Style Manager, where your new style will be shown.

Creating Child Styles

[Back to Top](#)

To create a child style of an existing style, click on the style options menu for the style of which the new style will be a child, and pick Add Child Style from the popup menu.

This will take you to the [Add New Style](#) interface, with the correct parent style already selected in the form.

You may continue to add further child styles to child styles in order to satisfy any inheritance criteria you may require.

The image above illustrates the style layout as described in the reference guide to [Style Inheritance](#).

Editing Style Settings

[Back to Top](#)

If you decide at any time that you need to rename a style, alter its display order or perhaps even change its parent/inheritance arrangement, you will need to select Edit Settings from the style options menu for the style you want to edit.

The screenshot shows the 'Style Manager' interface. On the left, there is a list of styles: 'Default Style' (selected), 'Custom Header / Footer' (id: 10), 'Red' (id: 100), 'Green' (id: 200), 'Blue' (id: 300), and 'Big Font Blue' (id: 1). On the right, there are several buttons: 'All Style Options', 'Go', and 'Go <>'. A context menu is open over the 'Red' style, with the following options: 'Edit Templates', 'Add New Template', 'Revert all Templates', 'Edit Fonts / Colors etc.', 'All Style Options', 'Common Templates', 'StyleVars', 'Main CSS', 'Replacement Variables', 'Toolbar Menu Options', 'Edit Style Options', 'Edit Settings' (which is highlighted in blue), 'Add Child Style', 'Download', and 'Delete Style' (which is highlighted in red).

This will load the *Edit Style Settings* interface, which appears almost identical to the [Add New Style](#) form previously described.

The screenshot shows the 'Edit Style Settings' interface for the 'Red' style (id: 3). It includes fields for 'Parent Style' (set to '-- Custom Header / Footer'), 'Title' (set to 'Red'), 'Allow User Selection' (radio buttons for 'Yes' and 'No' with 'Yes' selected), and 'Display Order' (set to 100). At the bottom are 'Save' and 'Reset' buttons.

Using this form you can easily rename the selected style, change its display order or change the ability of users to choose this style.

Note:

If you choose to change the parent style, you should bear in mind the changes to your styles that this alteration will make.

For example, if we were to change the parent of the 'Red' style to 'No Parent', any templates, CSS or StyleVars currently being inherited from the 'Custom Header / Footer' style would no longer be inherited. In practice, this would mean that the customized *header* and *footer* templates defined by the 'Custom Header / Footer' style would no longer be used by the 'Red' style.

Consider changes such as this before changing the parent of an existing style.

Deleting a Style

[Back to Top](#)

To delete a style, click on the style options menu in the Style Manager and choose Delete Style.

The screenshot shows the 'Style Manager' interface with the 'Red' style selected. The context menu is open, and the 'Delete Style' option is highlighted with a cursor arrow pointing at it.

Note:

When you delete a style, any customized templates, CSS, StyleVars or replacement variables belonging to that style will be deleted along with the style.

If the style you choose to delete has **no** child styles, a confirmation dialog will be displayed, informing you of exactly what is to be deleted and asking if you are sure. If you confirm the deletion, the style will be irrevocable deleted, along with any customizations made within it.

On the other hand, if the style you choose to delete has **one or more** child styles, an extra step will be added into the deletion process should you choose to continue with the deletion.

Any child styles of the style you delete will not be deleted, but rather they will be attached to the parent style of the

style you have deleted.

For example, if you have a style arrangement of

Custom Header / Footer
 -- Red
 -- Green
 -- Blue
 ---- Big Font Blue

... and you chose to delete the 'Blue' style, then the child style of 'Blue' will be attached to the parent style of 'Blue', resulting in this:

Custom Header / Footer
 -- Red
 -- Green
 -- Big Font Blue

Note:

When deleting styles that have child styles, be aware that any customizations made in the style to be deleted will no longer appear in the child styles after the style has been deleted.

Editing Fonts, Colors etc.

[Back to Top](#)

To edit the fonts, colors and common templates of a style, open the style options menu, and look at the options under the Edit Fonts / Colors etc. section.



You will see the following options:

- [Common Templates](#)
- [StyleVars](#)
- [Main CSS](#)
- [Replacement Variables](#)
- [Toolbar Menu Options](#)

Each of these options corresponds to a section of the style editing system, while All Style Options will load **all** of the sections onto a single page for you to edit all in one go. However, this page is very long and unwieldy and most people will prefer to edit each section individually.

The values of each item on the following pages will be shown in a different color depending on whether they are using the default value for that item, if they have been customized, or if their values are being inherited from a parent style.

Consult the **Color Key** at the top of the page to see which color indicates what status:



The Common Templates Editor

[Back to Top](#)

The Common Templates editor allows you to edit the most commonly-customized templates quickly on a single page rather than opening up the full template editor and modifying each one in turn individually.

Common Templates

```

header
<!-- logo -->
<a name="top"></a>
<table border="0" width="$stylevar[outerwidth]" cellpadding="0"
cellspacing="0" align="center">
<tr>
    <td align="$stylevar[left]"><a href="$vboptions
[forumhome].php?&session=sessionurl"></a></td>

headinclude
<meta http-equiv="Content-Type" content="text/html; charset=$stylevar
[charset]" />
<meta name="generator" content="vBulletin $versionnumber" />
<meta name="Keywords" content="$vboptions[keywords]" />
<meta name="description" content="$vboptions[description]" />

<!-- CSS Stylesheet -->
$style[css]

footer
<br />
<div class="smallfont" align="center">$vbphrase
[all_times_are_gmt_x_time_now_is_y]</div>
<br />

$spacer_close
<!-- /content area table -->

```

The 'common' templates are:

- **header**
This is the template that appears immediately after the `<body>` tag at the start of all vBulletin pages. Customizing this template can result in dramatic alterations to the look and feel of your board.
- **footer**
Partnering the `header` template, this template is included immediately before the `</body>` tag at the end of all vBulletin pages. The `footer` footer template is often used to close tags opened in the `header` template, which affect the entire page.
- **headinclude**
This template is included in the `<head>` tag of all vBulletin pages, and is often customized to add special Javascripts effects and `<meta>` tags

To customize a template, simply edit the template in the text box provided, then hit the [Save] button when you are finished.

When the page reloads, you will see that any customized templates are shown with their text in a different color to indicate its customized status.

Common Templates

```

header
<!-- logo -->
<a name="top"></a>
<table border="0" width="$stylevar[outerwidth]" cellpadding="0"
cellspacing="0" align="center">
<tr>
    <td align="$stylevar[left]"><a href="$vboptions
[forumhome].php?&session=sessionurl"></a></td>

(Customized in this Style)
Revert 

```

You may revert to the default or inherited version of any template at any time by checking the Revert checkbox and clicking the [Save] button.

If a common template is being inherited from a customization made in a parent style, the text will be shown in a different color again to indicate this.

Common Templates

```

header
<!-- logo -->
<a name="top"></a>
<table border="0" width="$stylevar[outerwidth]" cellpadding="0"
cellspacing="0" align="center">
<tr>
    <td align="$stylevar[left]"><a href="$vboptions
[forumhome].php?&session=sessionurl"></a></td>

(Customized in this Style)
Revert 
headinclude
<meta http-equiv="Content-Type" content="text/html; charset=$stylevar
[charset]" />
<meta name="generator" content="vBulletin $versionnumber" />
<meta name="Keywords" content="$vboptions[keywords]" />
<meta name="description" content="$vboptions[description]" />

<!-- CSS Stylesheet -->
$style[css]

(Customized in a Parent Style)

```

When a common template is shown to be inherited from a parent style, a hyperlink will be shown, which when clicked will tell you the name of the style from which the customization is being inherited.



The StyleVars Editor

The StyleVars editor is extremely simple to use, due to the simple nature of StyleVars themselves.

[Back to Top](#)

The editor consists of a list of text boxes, each of which contains a single StyleVar, together with its title and a short description.

Sizes and Dimensions	
Main Table Width (pixels or percentage) (This is the width of the table that contains all your vBulletin content)	<input type="text" value="100%"/>
Spacer Size (pixels) (Spacing between the body border and the main content)	<input type="text" value="25"/>
Outer Border Width (pixels) (This value specifies the width in pixels of the outer-border of all colored tables)	<input type="text" value="0"/>
Inner Border Width (pixels) (This value specifies the width in pixels of the inner-border of all colored tables)	<input type="text" value="1"/>
Table Cell Padding (pixels) (This value allows you to set the cellpadding for all tables in vBulletin)	<input type="text" value="6"/>
Form Element Spacer Size (pixels)	<input type="text" value="5"/>

To edit a StyleVar, simply edit its value in the appropriate field and click the [Save] button. The new values will be saved to the database, and you will be returned to the StyleVars editor to review your changed settings.

As with the [Common Templates Editor](#), items that have been customized in the current style will be shown in a different color to indicate this.

Image Paths	
Title Image This is the image located in the 'header' template, used as the main logo for your forum.	<input type="text" value="images/misc/my_own_logo.gif"/> <input checked="" type="checkbox"/> Revert
(Customized in this Style)	
Button Images Folder This is the folder containing all the button images for this style. The location of this folder can be overridden by a language setting.	<input type="text" value="images/buttons"/>
Item Status Icon Folder	<input type="text" value="images/statusicon"/>

Customized items will also show a checkbox labelled **Revert**. Checking this box and clicking the [Save] button will revert the value of that StyleVar to the default or inherited value.

If the value of a StyleVar is inherited from a parent style, it will be shown in a color to identify it as an inherited value.

Image Paths	
Title Image This is the image located in the 'header' template, used as the main logo for your forum.	<input type="text" value="images/misc/my_own_logo.gif"/> <input checked="" type="checkbox"/> Revert
(Customized in a Parent Style)	
Button Images Folder This is the folder containing all the button images for this style. The location of this folder can be overridden by a language setting.	<input type="text" value="images/my_buttons"/> <input type="checkbox"/> Revert
(Customized in this Style)	

StyleVars with inherited values will also show a hyperlink, which when clicked will popup a message window telling you from which parent style the item is inheriting its value.



Note:

For a complete list of all StyleVars used in vBulletin, along with an in-depth description of what each StyleVar does and how it is used, see the [StyleVars section of the vBulletin 3 Style Reference](#).

[Back to Top](#)

The CSS Editor

The vBulletin CSS editor is your primary method for altering the overall look of your board without delving into the realms of template editing.

It provides you with a simple interface to edit the individual CSS classes that combine to build the style sheet used by vBulletin.

Note:

For a complete list of all the CSS classes defined by vBulletin, along with descriptions of what they do and how to use them, see the [CSS section of the vBulletin 3 Style Reference](#).

Each primary CSS class is given its own control panel where you can change various fields to control the final CSS output.

Body

Standard CSS Attributes

- Background: #E1E1E2
- Font Color: #000000
- Font Style:
- Font Size: 10pt
- Font Family: verdana, geneva, lucida, 'lucida g

Extra CSS Attributes

```
margin: 5px 10px 10px 10px;
```

Description

'Body' is used to control the color of the outer page border, and to set the basic parameters for all text and links on all pages.

Normal Links CSS

- Background: [Color Swatch]
- Font Color: #22229C
- Text Decoration:

Visited Links CSS

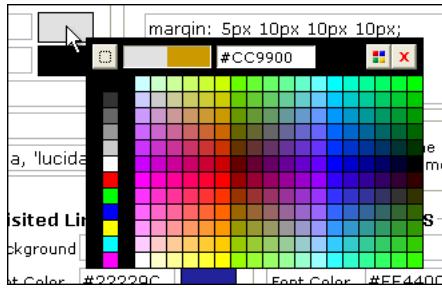
- Background: [Color Swatch]
- Font Color: #22229C
- Text Decoration:

Hover Links CSS

- Background: [Color Swatch]
- Font Color: #FF4400
- Text Decoration:

CSS Selector: body Save CSS

You can click the color swatch next to any item that has one to bring up a color picker for easy color selection.



A full description of the functionality of the color picker and how to use it can be found [here](#).

To change the values of any of field, simply click in the field you want to change and type the value you want to use. When you are finished editing, click the [Save CSS] button.

Note:

Clicking any of the [Save CSS] buttons, or the [Save] button at the bottom of the page will save **all** values on the page.

When a CSS class has been customized, its values will be shown in a different color from those that are unchanged from the default style. In addition, a Revert checkbox will be shown. Checking this box and hitting a [Save CSS] button will revert the settings in the CSS class to the default or inherited value.

Body (Customized in this Style)

Standard CSS Attributes

- Background: #CC9933
- Font Color: #000000
- Font Style:
- Font Size: 10pt
- Font Family: verdana, geneva, lucida, 'lucida g

Extra CSS Attributes

```
margin: 5px 15px 10px 15px;
```

Description

'Body' is used to control the color of the outer page border, and to set the basic parameters for all text and links on all pages.

Normal Links CSS

- Background: [Color Swatch]
- Font Color: #22229C
- Text Decoration:

Visited Links CSS

- Background: [Color Swatch]
- Font Color: #22229C
- Text Decoration:

Hover Links CSS

- Background: [Color Swatch]
- Font Color: #FF4400
- Text Decoration:

To revert this group of settings to their inherited value, tick this box and submit the form.

CSS Selector: body Save CSS

CSS classes whose values are being inherited from a parent style are shown in a different color again, together with a hyperlink that when clicked will pop up a message telling you from what parent style the values are being inherited.

Body (Customized in a Parent Style)

Standard CSS Attributes		Extra CSS Attributes	
Background	#CC9933	<input type="text"/>	
Font Color	#000000	<input type="text"/>	
Font Style	<input type="text"/>		
Font Size	10pt	<input type="text"/>	
Font Family	verdana, geneva, lucida, 'lucida g		
Normal Links CSS		Visited Links CSS	
Background	<input type="text"/>	<input type="text"/>	
Font Color	#22229C	<input type="text"/>	
Text Decoration	<input type="text"/>		
Hover Links CSS		<input type="text"/>	
Background	<input type="text"/>		
Font Color	#FF4400	<input type="text"/>	
Text Decoration	<input type="text"/>		
CSS Selector: body			
Show Default Save CSS			

Fields in the CSS Editor

Each of the main CSS classes in vBulletin is displayed in its own CSS editor panel.

[Back to Top](#)

Body

Standard CSS Attributes		Extra CSS Attributes	
Background	#E1E1E2	<input type="text"/>	
Font Color	#000000	<input type="text"/>	
Font Style	<input type="text"/>		
Font Size	10pt	<input type="text"/>	
Font Family	verdana, geneva, lucida, 'lucida g		
Normal Links CSS		Visited Links CSS	
Background	<input type="text"/>	<input type="text"/>	
Font Color	#22229C	<input type="text"/>	
Text Decoration	<input type="text"/>		
Hover Links CSS		<input type="text"/>	
Background	<input type="text"/>		
Font Color	#FF4400	<input type="text"/>	
Text Decoration	<input type="text"/>		
CSS Selector: body			
Save CSS			

A variety of input fields are provided for your use, and the input types expected in each field are explained in the following pages.

[Back to Top](#)

Background and Font Color

The background and font color fields control the color of the text, and the style of the background on which it is placed.

Background	#E1E1E2	<input type="text"/>
Font Color	#000000	<input type="text"/>

The **Background** field corresponds to the CSS attribute [background](#), which controls the background color and image properties of the element to which it is applied.

Normally this field will contain just a simple color value, but the background CSS attribute also allows items such as a background image to be specified.

Example values:

- #FF0000
- rgb(255,0,0)
- red
- red url(/forums/images/background.gif) repeat-x top left

The **Font Color** field corresponds to the CSS attribute [color](#), which primarily controls the color of any text to which it is applied.

This field will *only* accept a simple color value.

Example values:

- #000000
- rgb(0,0,0)
- black

Font Style, Size and Family

With the exception of the color, all aspects of the way that text is displayed are controlled by the Font Style, Font Size and Font Family fields.

[Back to Top](#)

Font Style	<input type="text"/>
Font Size	10pt
Font Family	verdana, geneva, lucida, 'lucida g'

The **Font Style** field is an amalgam of the [font-style](#) and [font-weight](#) CSS attributes. Any combination of values from these two CSS properties can be used.

Example values:

- bold
- italic
- bold italic

Unsurprisingly, the **Font Size** field corresponds to the [font-size](#) CSS attribute.

A size can be defined in many different ways, but the most common methods are to specify the height of the font in *points* (pt) or *pixels* (px).

Example values:

- 10pt
- 11px
- 14em
- x-small

The **Font Family** field corresponds exactly with a CSS property: [font-family](#).

Font Family specifies the font face used for text. If you are familiar with appropriate values for the deprecated HTML syntax, any value valid as the 'face' of a tag is valid here.

You may specify a single font, or a list of fonts separated by commas.

Comma separated lists are employed to make sure that visitors to your site whose computers do not have the specific font specified installed will still see a font that is something like what you intended. For example, if you set the font family value to tahoma but a visitor did not have the Tahoma font installed, their browser would show your site using the system default font. On the other hand, if you specified the value as tahoma, verdana, arial, sans-serif the browser would traverse the list looking for the first font that it can use.

Note that fonts whose names contain spaces must be enclosed in quotes.

Example values:

- verdana
- verdana, arial, helvetica, sans-serif
- verdana, geneva, lucida, "lucida grande", arial, helvetica, sans-serif

If values for both **Font Size** and **Font Family** are input, vBulletin will combine the values of the three font fields and use the [font](#) CSS property instead of listing each property separately.

In practice, this means that the following set of values...

```
Font Style    bold italic
Font Size    10pt
Font Family   verdana, arial, sans-serif
```

... which normally be listed individually as

```
font-weight: bold;
font-style: italic;
font-size: 10pt;
font-family: verdana, arial, sans-serif;
```

... will instead be output as

```
font: bold italic 10pt verdana, arial, sans-serif;
```

Links CSS

The style of hyperlinks that are located within an element using a particular CSS class are controlled by the nine Links CSS fields.

Normal Links CSS	Visited Links CSS	Hover Links CSS
Background <input type="text"/>	Background <input type="text"/>	Background <input type="text"/>
Font Color <input type="text"/> #22229C	Font Color <input type="text"/> #22229C	Font Color <input type="text"/> #FF4400
Text Decoration <input type="text"/>	Text Decoration <input type="text"/>	Text Decoration <input type="text"/>

You will notice that the same three fields are repeated across three groups, entitled **Normal Links**, **Visited Links** and **Hover Links**. These three groups refer to the state of individual hyperlinks, and that state is defined by visitors to your site.

- When a visitor sees a link for the first time, the link will use the **Normal Links** group of settings.

Normal Links corresponds to the [a:link](#) CSS pseudo class.

- After that visitor has clicked a link and visited the page to which the link points, that link will subsequently be displayed using the **Visited Links** group of settings.

Visited Links corresponds to the [a:visited](#) CSS pseudo class.

- If the visitor has a compatible web browser, moving the mouse pointer so that it hovers over a hyperlink will cause that link to temporarily switch to using the **Hover Links** group of settings, until the mouse pointer moves away from the link again, at which time the link will revert to using whatever style settings it was using before.

Hover Links corresponds to the [a:hover](#) CSS pseudo class.

Each group of settings has three fields:

The **Background** field corresponds to the [background](#) CSS property, and should be used in the same way as the [main background field](#) found in each CSS class.

The **Font Color** field corresponds to the [color](#) CSS attribute, and will accept any color value, in the same way as the [main font color field](#).

The **Text Decoration** field corresponds to the [text-decoration](#) CSS property. Normal practice is to use a value of none or underline here (to specify whether or not links should be underlined), but the field will accept any combination of the following:

- none
- underline
- overline
- line-through

Note:

By default, the vast majority of web browsers will underline hyperlinks. To avoid this, specify none as the **Text Decoration** value for Normal and Visited links.

If you do this, it is important to distinguish links from plain text to your visitors. This is often done by having links change color when the mouse pointer is over them, and is achieved by simply specifying different values in the **Font Color** fields for Normal and Hover links.

[Back to Top](#)

If you have some knowledge of writing CSS code you may feel somewhat hemmed-in by the simple options provided to you in the form of the Background, Font Color, Font Style etc. input fields.

In order to make the main CSS classes defined by vBulletin fully flexible, and to allow advanced administrators to customize their CSS classes to the limits of the abilities of CSS itself, the **Extra CSS Attributes** field is provided.

This input field accepts raw CSS code, and as such allows you to customize whatever CSS properties you want, without being constrained by the fields predefined by vBulletin.

If you so desire, you can leave all the predefined fields empty and make all your CSS customizations using the Extra CSS Attributes field.

Common uses for the Extra CSS Attributes field include specifying border properties, margin properties and other properties not controlled by the predefined input fields, such as white-space handling.

This input field accepts raw CSS code, and as such allows you to customize whatever CSS properties you want, without being constrained by the fields predefined by vBulletin.

Forum Jump CSS

A special area is set aside for the fields that control the [Forum Jump Menu CSS Classes](#).

[Back to Top](#)

Forum Jump Menu

Selected Item	Depth 0 Items
Background #3E5C92	Background #F7F7F7
Font Color #E0E0F6	Font Color #000000
Depth 1 Items (Customized in a Parent Style)	
Background #E7E7E7	Background #D7D7D7
Font Color #000000	Font Color #000000
Depth 2 Items (Customized in a Parent Style)	
Background #C7C7C7	Background #B7B7B7
Font Color #000000	Font Color #000000
Depth 3 Items (Customized in a Parent Style)	
Background #B7B7B7	Background #A7A7A7
Font Color #000000	Font Color #000000
Depth 4 Items (Customized in a Parent Style)	
Background #A7A7A7	Background #999999
Font Color #000000	Font Color #000000

Each of these mini-classes can only accept values for Background Color and Font Color, and fields for these are provided for you.

The **Background** field of each class corresponds to the [background-color](#) CSS property, which will accept any [color value](#) specified as either a hexadecimal number (#00CCFF), an RGB value (rgb(0,128,200)) or a [named color](#) (white).

Similarly, the **Font Color** field of each class also expects a valid color value.

Example values:

- darkslategray
- #483D8B
- rgb(178,34,34)

Note:

Leaving any of the Forum Jump Menu fields blank will result in the corresponding part of the Forum Jump menu inheriting its font and background color from the [<select> Menus](#) CSS class.

[Back to Top](#)

At the bottom of the CSS Editor page you will find two large fields labelled **Additional CSS Definitions**.

Additional CSS Definitions

Advanced Users:
If you would like to add any additional CSS for use in your custom templates, any text entered here will be included at the end of the <style> tag

```
/* ***** define margin and font-size for elements inside panels ***** */
.fieldset { margin-bottom: 6px; }
.fieldset, .fieldset td, .fieldset p, .fieldset li { font-size: 11px; }

/* ***** don't change the following ***** */
form { display: inline; }
label { cursor: default; }
.normal { font-weight: normal; }
.inlineimg { vertical-align: middle; }

.myownclass { font-size: 11px; font-weight: bold; text-decoration: underline; }
.anotherclass { margin: 10px; }
.testclass { padding: 10px; white-space: nowrap; }
```

(Customized in this Style) Revert

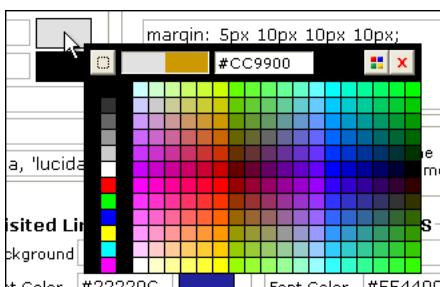
As with the [Extra CSS Attributes](#) field found with the panel for editing each CSS class, these fields allow raw CSS code to be added to that which is generated by vBulletin.

For a complete discussion of the use of these fields, see the [Additional CSS Definitions section](#) of the [vBulletin 3 Style Reference](#).

The Color Picker

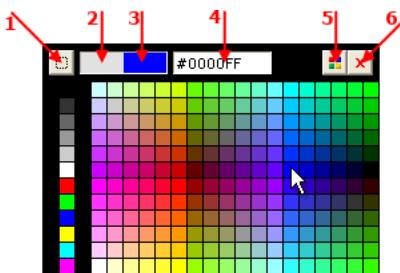
[Back to Top](#)

The vBulletin 3 CSS editor provides a pop-up color picker to make color selection as easy as possible. To open the color picker, simply click on one of the color swatches in the CSS editor.



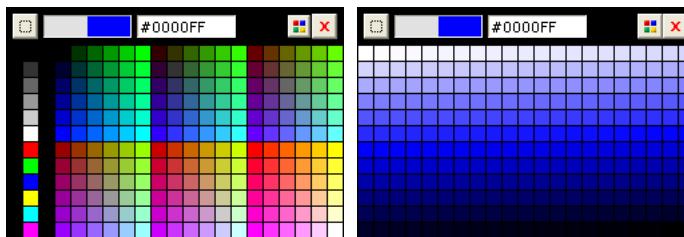
To pick a color, simply move your mouse over the picker until the color you want is shown, then click that color to apply it.

The color picker provides various controls and feedback. The function of each control is listed here:



1. Click this button to select *transparent* as your color choice
2. This area shows a swatch of the color *currently being used*
3. This area shows a swatch of the currently selected color in the picker
4. This area shows the hexadecimal color value of the currently selected color in the picker
5. This button changes the palette of colors displayed in the picker (see below)
6. This button closes the color picker without making any changes

Clicking the palette-changing button on the picker will cycle the colors displayed on the picker from which you can choose. Nine different palettes are available for your use.



To exit the color picker, either select the color you want, or click the close gadget at the top right of the picker.

[Store CSS as Files](#)

[Back to Top](#)

A complex CSS stylesheet can occupy quite a block of text when printed out in full. This entire block of CSS code must be included with every page viewed by your visitors, and with a lot of visitors over a long period of time this can mount up.

One of the beauties of CSS is that the stylesheet can be held in a separate file from the HTML content, allowing web browsers to store the CSS in their cache, negating the need to reload the stylesheet with every page viewed.

vBulletin allows you to have your stylesheets automatically saved to files by the system, resulting in lower bandwidth usage and faster-loading pages for your visitors.

To enable vBulletin to save your stylesheets as files, you must first ensure that your web server has permission to write and delete files within the *clientscript/vbulletin_css* directory.

You should then go to vBulletin Options > Style & Language Settings and switch the Store CSS Stylesheets as Files? setting to Yes.

Store CSS Stylesheets as Files?

If you would like to store the CSS stylesheet for each style as a file, Yes No [?](#)

you must ensure that you have a directory called 'vbulletin_css' inside the 'clientscript' folder, and that the web server has permission to write and delete files within that directory.

After pressing the [Save], your stylesheets will be converted to files and saved into the *clientscript/vbulletin_css* directory.

Whenever you make a change to your styles that alters the CSS, the stored files will automatically be updated.

The Replacement Variable Editor

[Back to Top](#)

In addition to the [main replacement variable manager](#), a quick editor is provided under the Edit Fonts, Colors etc. section of the Style Manager.

Replacement Variables

Search for Text	Replace with Text
keir	Kier (Customized in this Style)
vbb	vB (Customized in this Style)

A separate row will be shown for each active replacement variable in the current style, with a text box provided for each so that you can customize the replacement text.

Note:

The default vBulletin style does not use any replacement variables, so the list will appear empty on a fresh vBulletin installation.

To add a new replacement variable to the current style, click the [Add New Replacement Variable] link. This will take you to the [add new replacement variable](#) section of the main replacement variable manager.

As with the [StyleVars Editor](#) and [CSS Editor](#), replacement variables customized in the current style will be shown in a different color, along with a **Revert** checkbox. To delete a customization, click the checkbox and hit the [Save] button.

When a replacement variable's value is being inherited from a parent style, another different color will be used, and a hyperlink will be shown.

Replacement Variables	
Search for Text	Replace with Text
keir	Kier (Customized in a Parent Style)
vbb	vBulletin (Customized in this Style)

When clicked, this hyperlink will tell you the style from which the value of the replacement variable is being inherited.



The Toolbar Options Editor

[Back to Top](#)

The Text Editor Control Styles interface allows you to specify the CSS values that will be applied to the toolbar of the WYSIWYG and standard text editors in vBulletin.

Text Editor Control Styles	
These settings allow you to control how controls on the WYSIWYG and standard text editor toolbars appear.	
Editor buttons in normal state	Editor buttons in hover state
Background: #ECE9D8 Font Color: #000000 Padding: 1px Border: none	Background: #C1D2EE Font Color: #000000 Padding: 0px Border: 1px solid #316AC5
Editor buttons in clicked state	Editor buttons in selected state
Background: #98B5E2 Font Color: #000000 Padding: 0px Border: 1px solid #316AC5	Background: #E1E6E8 Font Color: #000000 Padding: 0px Border: 1px solid #316AC5
Editor menu items in normal state (WYSIWYG only)	Editor menu items in hover state (WYSIWYG only)
Background: #FFFFFF Font Color: #000000 Padding: 0px Border: 1px solid #FFFFFF	Background: #C1D2EE Font Color: #316AC5 Padding: 0px Border: 1px solid #316AC5
Editor menu items in clicked state (WYSIWYG only)	Editor popup controls in clicked state (WYSIWYG only)
Background: #98B5E2 Font Color: #316AC5 Padding: 0px Border: 1px solid #316AC5	Background: #98B5E2 Font Color: #000000 Padding: 0px Border: 1px solid #316AC5

There are eight groups of settings, each of which is tied to a particular control type or control state - the labels should be fairly self-explanatory. Each group has four CSS fields in which values can be entered, and the name of each field corresponds to a CSS property.

The **Background** field corresponds to the [background](#) CSS property, and can be used in the same way as the [Background](#) attribute of the main vBulletin CSS classes.

Example values:

- #FF0000
- rgb(255,0,0)
- red
- red url(/forums/images/background.gif) repeat-x top left

The **Font Color** field is equivalent to the [color](#) CSS attribute, and expects a simple color value to be entered. It works in the same way as the [Font Color](#) attribute on other vBulletin CSS classes.

Example values:

- #000000
- rgb(0,0,0)
- black

The **Padding** field is equivalent to the CSS [padding](#) property and controls the amount of space between an element's content and its border.

Example values:

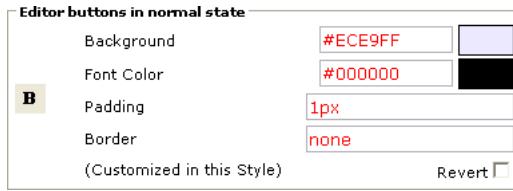
- 1px
- 1px 2px 1px 2px

The **Border** field controls the value of the CSS [border](#) property. It defines the width, style and color of the border around an element (in that order).

Example values:

- 1px solid #316AC5
- thin outset
- 4px ridge

When a group of settings has been customized or is inheriting its value from a parent style, the color of the text in the fields will change to reflect this.



Editing the Templates

[Back to Top](#)

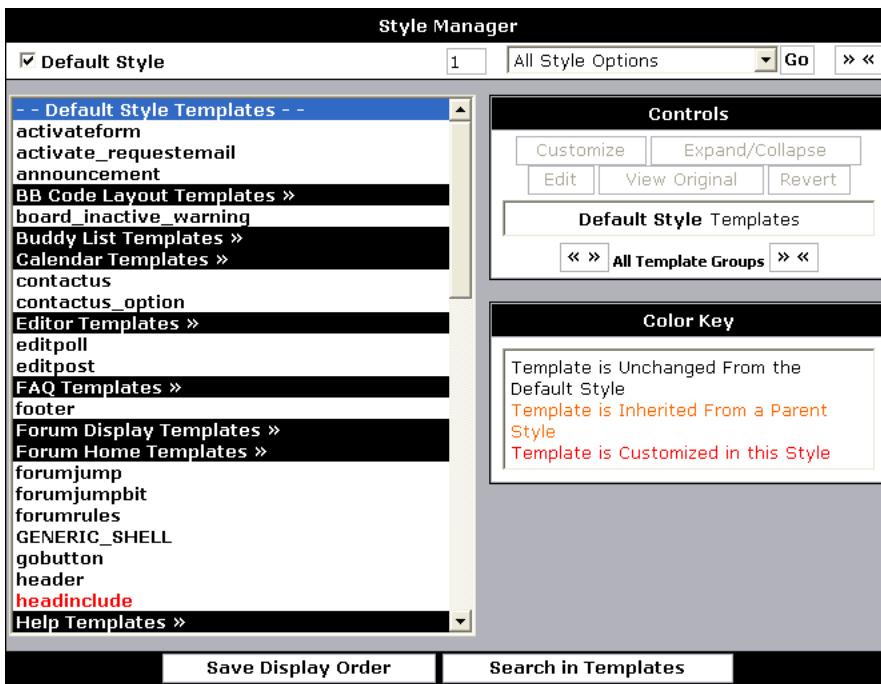
To edit any of vBulletin's templates directly, select [Edit Templates] from the style options dropdown or click the [« »] button.



Other template related options in the drop down include:

- **Add New Template** – this takes you to the form to add a new template not based on any existing template.
- **Revert all Templates** – this will automatically remove all templates that have been customized in this style.
The templates in this style will become equivalent to the templates of its parent style.

The template list will look similar to this:



On the left, you will see a list of templates (white background) and template groups (black background). On the right, you will see 5 buttons. Any buttons you cannot use will be grayed out.

- **Customize** – if a template has yet to be edited in this style, click this button to edit it.
- **Expand/Collapse** – this button expands or collapses a specific template group.
- **Edit** – if a template has already been edited in this style, click this button to edit it further. This is effectively the same action as *Customize*.
- **View Original** – if the selected template has been edited in this style, clicking this button will show you the original version of the template.
- **Revert** – this button allows you to revert a template to the version that is being used in the parent style (or the original if there is no parent style). If the template being reverted is a custom template with no corresponding original/default then it will be deleted.

You may also double click the template or template group name on the left and the appropriate action will be executed; templates will be *Customized* or *Edited* and template groups will be *Expanded/Collapsed*.

Templates are color coded as follows:

- **Black** – this template is unmodified in this style or any parent styles. The version included with vBulletin will be used.
- **Orange** – this template has been modified in a parent style, but not in this style. The modified template will be used.
- **Red** – this template has been modified in this style. The customized version will be used.

You may modify this color scheme by editing your control panel styles.

Note:

The template manager will look significantly different in browsers other than Internet Explorer. However, the functionality is the same.

Adding or Editing a Single Template

[Back to Top](#)

Editing a template is simply like editing regular HTML. Each template represents XHTML bits with PHP-style (\$varname) variable names. For more information on what you can use in the templates, see the [Templates Introduction](#).

Customize Template: header

Product: vBulletin
Style: Default Style
Title: header
Template: [Show Default]
Large Edit Box

```
<!-- logo -->
<a name="top"></a>
<table border="0" width="$stylevar[ outertablewidth]" cellpadding="0" cellspacing="0" align="center">
<tr>
    <td align="$stylevar[ left]"><a href="$vboptions[ forumhome].php$session[ sessionurl_q]"></a></td>
    <td align="$stylevar[ right]" id="header_right_cell">
        <if condition="$ad_location[ 'ad_header_logo']" $ad_location[ ad_header_logo]>&nbsp;</if>
    </td>
</tr>
</table>
<!-- /logo -->

<!-- content table -->
$spacer_open

$phpinclude_output
```

Increase Size Decrease Size

Search in Template: Find Copy View QuickRef

Save in Template History? Yes Comment:

Save Save and Reload Reset

- **Product** - the name of the product which introduced this template. By default this will be vBulletin.
- **Style** – the name of the style that this template is in or will be inserted into.
- **Title** – the title of the template. This is what is used to identify a template, so it must be unique. Generally, only a-z, A-Z, 0-9, and _ are used. If there is more than one template revision stored an additional link of [View History] will be shown. This link will allow you to compare the current template with previous versions.
- **Template** – this is the actual body of the template. The [Show Default] link will show you the unmodified version of the template.
- **Search in Template** – the text box and [Find] allow you to search within the template text. Please note that this is not available in all browsers.

This row also contains several additional options:

Copy – this automatically copies the context of the *Template* box to your clipboard.
View QuickRef – this displays the language [quick reference](#).

- **Save in Template History** – This row allows you to save your template revision for future comparison if needed. You can add a comment to help you remember what was changed.

Comparing Templates

[Back to Top](#)

vBulletin allows you to store multiple historical versions of a template. You can use these to compare template changes across versions and to keep track of your edits. The feature lets you quickly and easily see the differences between two versions of the template. This feature is accessed by clicking the [View History] in the template editor.

History of Template header							Help ?
Delete	Type	Last Modified	Version	View	Old	New	
	Current Version	09-24-2005 01:11 AM / Administrator	3.5.0	[View]	<input type="radio"/>	<input checked="" type="radio"/>	
<input type="checkbox"/>	Historical*	09-24-2005 01:11 AM / Administrator	3.5.0	[View]	<input type="radio"/>	<input type="radio"/>	
<input type="checkbox"/>	Historical	09-24-2005 01:11 AM / Administrator	3.5.0	[View]	<input type="radio"/>	<input type="radio"/>	
<input type="checkbox"/>	Historical*	09-24-2005 01:11 AM / Administrator	3.5.0	[View]	<input type="radio"/>	<input type="radio"/>	
	Current Default	06-28-2005 05:47 PM / freddie	3.5.0 Beta 4	[View]	<input checked="" type="radio"/>	<input type="radio"/>	
Delete		Compare Versions					

* - Entry has a comment. Hover over the type to view it.

When you first enter it will give you a list of all the template revisions stored. Each row will give you the following information:

- **Status** - This will tell you if the template is the currently active template, a historical revision or the current default.
- **Last Modified** - When the template was last modified and who edited it.
- **Version** - The version of vBulletin in which the template was modified.
- **View** - Simply allows you to view the template by itself.
- **Old/New** - Allows you to select the template revisions for comparison. Old is showed on the left side of the resulting screen and New is shown on the right.

Each historical revision will also provide a delete checkbox so that you can remove it from the database if you wish.

Once you select two templates to compare, click on the **Compare Versions** button. The result will be similar to the image below and show where differences between the two versions occur using color highlights and using **View Side-By-Side** mode

Comparing Versions of header		Help ?
Old Version	New Version	
<!-- logo --> <table border="0" width="\$stylevar [outerwidth]" cellpadding="0" cellspacing="0" align="center"> <tr> <td align="\$stylevar[left]">alt="\$vboptions[bbtitle]" /></td> <td align="\$stylevar[right]"> &nbsp </td> </tr> </table> <!-- /logo -->	<!-- logo --> <table border="0" width="\$stylevar [outerwidth]" cellpadding="0" cellspacing="0" align="center"> <tr> <td align="\$stylevar[left]">alt="\$vboptions[bbtitle]" /></td> <td align="\$stylevar[right]"> &nbsp </td> </tr> </table> <!-- /logo -->	
<!-- content I have removed -->		
<!-- content table / content I have changed -->	<!-- content table / content I have changed again -->	
\$spacer_open	\$spacer_open	
		<!-- content I have added -->
\$_phpincluude_output	\$_phpincluude_output	
Disable Wrapping		

The default mode is a diff format (or View Inline mode) which will look similar to the image below

Comparing Versions of header		
Old	New	Content
8	8	</tr>
9	9	</table>
10	10	<!-- /logo -->
11		
11	12	<!-- some added content -->
12		<!-- some changed content - its been changed! -->
13		
14		
15		<!-- some changed content - its been changed! -->
16		
17		
18		
13	19	
14	20	<!-- content table -->
15	21	\$spacer_open

Display Options
View Side by Side
Disable Wrapping
3
lines around each diff
Update

Search in Templates

[Back to Top](#)

The Styles & Templates > Search in Templates group lets you search for strings in templates from the style(s). Additionally you can run a "find and replace" search which allows you to replace all instances of a certain string with another string.

Search Templates

[Back to Top](#)

When you do not know which template resides in which style, or which template to modify, than use the Styles & Templates > Search in Templates > Search Templates system to find the template in one or more styles.

Search Templates

Search in Style: Search in all Styles

Search for Text:

Large Edit Box

Search Titles Only Yes No

Find **Reset**

- **Search in Style**

Select the style in which you want to search. You can select to search in all the styles or just one.

- **Search for Text**

Enter the string of text you want to search for. This search string is case sensitive. The search will find any words / phrases containing the string you enter here. For example, if you search for "bullet" the search will find "vbulletin", "bullets", etc.

Additionally you could select the [Large Edit Box] if you have a chunk of text which you would like to have an overview on while entering.

- **Search Titles Only**

Select yes if you want to search only through the template titles and not through the actual content of the templates.

Note:

Use the Styles & Templates > Search in Templates > Find and Replace in Templates feature if you have a lot of templates in one or more styles that has text that you wish to have replaced. This could save you quite some time.

Find and Replace in Templates

[Back to Top](#)

Use the Styles & Templates > Search in Templates > Find and Replace in Templates feature if you have a lot of templates in one or more styles that has text that you wish to have replaced. This could save you quite some time.

Warning:

Replacing strings in templates could result in errors if you do not know what you are doing. This is an action that can not be undone, so please be aware that you should look twice before applying a find and replace on templates.

Advised is to run a test first.

Find and Replace in Templates (be careful!)

Search in Style: Search in all Styles

Search for Text:

Replace with Text:

Test Replacement Only Yes No
(This will show you the results of doing this find/replace, without actually updating the templates)

Use Regular Expressions Yes No
(see notes below)

Find **Reset**

- **Search in Style**

Select the style in which you want to search. You can select to search in all the styles or just one.

- **Search for Text**

Enter the string of text you want to search for. This search string is case sensitive. The search will find any words / phrases containing the string you enter here. For example, if you search for "bullet" the search will find "vbulletin", "bullets", etc.

- **Replace with Text**

Enter a replacement string here. This string will be substituted in for all instances of the search string above. For example, if you search for "bullet" and your replacement string is "carrot" then "vbulletin" would become "vcarrotin".

- **Test Replacement Only**

Select no if you are really sure you wish to replace found strings in a template. It is advised to run a test replacement first. Running a test replacement first will show the result of doing this find/replace, without actually updating the templates.

- **Use Regular Expressions**

The regular expression option is for advanced users only! Setting this option to 'yes' will use preg_replace() instead of str_replace() for your find/replace operation. Do not use this option if you are not sure how to use PCRE regular expressions!

Replacement Variable Manager

[Back to Top](#)

Replacement variables are useful in representing commonly used values in templates. Use the Styles & Templates > Replacement Variable Manager group to add / modify / delete replacement variables.

Note:

To learn more about Replacement Variables, please read the [Replacement Variables Introduction](#).
 The Replacement Variable Manager lists all of your styles, together with any replacement variables defined within them. This allows you to see at a glance the way in which any replacement variables you have defined are being inherited by child styles.

Replacement Variables

- **Default Style** [[Add New Replacement Variable](#)]
 - No replacement variables are defined for this style
- **Custom Header / Footer** [[Add New Replacement Variable](#)]
 - vbb [[Edit](#)] [[Delete](#)]
- **Red** [[Add New Replacement Variable](#)]
 - vbb [[Customize](#)]
- **Green** [[Add New Replacement Variable](#)]
 - vbb [[Customize](#)]
- **Blue** [[Add New Replacement Variable](#)]
 - vbb [[Customize](#)]
- **Big Font Blue** [[Add New Replacement Variable](#)]
 - vbb [[Customize](#)]

Refer to the **Color Key** at the top of the Replacement Variable Manager page to see how colors are used to indicate whether a replacement variable is customized in a particular style, or inherited from a parent style.

Add New Replacement Variable

[Back to Top](#)

To add a new replacement variable, click the [[Add New Replacement Variable](#)] link next to any style listed on the Replacement Variable Manager main page.

On the Add New Replacement Variable page, you will find a form in which you can specify the style to which you want to add a new replacement variable, along with two text fields.

Add New Replacement Variable

Style	-- Blue
Search for Text (Case-Insensitive)	teh
Replace with Text	the
Large Edit Box	
<input type="button" value="Save"/> <input type="button" value="Reset"/>	

The first text field is for the text you want the replacement variable to *find*, and the second field should contain the text with which to replace the find text.

Note:

The *find* text is not case sensitive, meaning that dog will match DOG, DoG, dOG etc.

When you click the [[Save](#)] button, any child styles of the style to which you added the new replacement variable will automatically inherit the new variable, while parent styles will be unaffected. This is the principle of [inheritance](#) in action.

Replacement Variables

- **Default Style** [Add New Replacement Variable]
 - No replacement variables are defined for this style

- **Custom Header / Footer** [Add New Replacement Variable]
 - vbb [Edit] [Delete]
 - **Red** [Add New Replacement Variable]
 - vbb [Customize]
 - **Green** [Add New Replacement Variable]
 - vbb [Customize]
 - **Blue** [Add New Replacement Variable]
 - teh [Edit] [Delete]
 - vbb [Customize]
 - **Big Font Blue** [Add New Replacement Variable]
 - teh [Customize]
 - vbb [Customize]

Customizing a Replacement Variable

When a replacement variable is inherited by a style, you may customize it in that style and have the changes automatically appear in any of its child styles.

[Back to Top](#)

To customize a replacement variable, simply click the [Customize] link next to any replacement variable on the main page.

This will load the Replacement Variable Customization form, which looks almost identical to the [Add New Replacement Variable](#) interface, and works in exactly the same way.

Customize Replacement Variable: vbb

Style	Green
Search for Text (Case-Insensitive)	vbb
Replace with Text	vB
<input type="button" value="Large Edit Box"/>	
<input type="button" value="Save"/> <input type="button" value="Reset"/>	

After making your changes, the new value will be automatically inherited by any child styles.

Download / Upload Styles

[Back to Top](#)

This section covers how to download and upload styles.

Downloading styles is handy when you want to make a backup of your templates and options, or share your work with other forum administrators.

Uploading styles is handy to revert to a backup or applying the same style to several boards. You can use this option to import a style that someone has given you.

Make sure you read and understand all the options to avoid incomplete style downloads / uploads.

Note:

When you upload or download a style, the process will not transfer any image files. Your image files should be managed with an FTP client.

Downloading a Style

[Back to Top](#)

If you have created a style of which you are proud, you may want to share it with other vBulletin administrators.

Alternatively, you may simply want to back up all your templates and style settings to a file on your computer.

Both of these actions are catered for by the Style Download system, which allows you to download all the customized StyleVars, CSS, Replacement Variables and Templates into a single XML file.

Download

Style	Custom Header / Footer
Title	Custom Header / Footer
Filename	vbulletin-style.xml
Options	<input checked="" type="radio"/> Get customizations made only in this style <input type="radio"/> Get customizations made in this style and all parent styles
<input type="button" value="Download"/> <input type="button" value="Reset"/>	

The Style Download form is relatively simple, with only a few controls to manipulate.

Style Use this menu to pick the style you want to download

Title By default, the downloaded XML file will contain the title of the style as it exists on your web server. If you would like the XML file to store a different name for the style you are downloading, enter it here.

Filename This field allows you to specify the name of the XML file vBulletin will send to your web browser when you click the [Download] button. However, most browsers allow you to rename a file as you download it, so this field may be irrelevant to you.

Options The options give you a choice of two types of style download.

If you choose to Get customizations made only in this style, then the style XML file you download will contain **only** items that are customized specifically in the style you are downloading. Items that are inherited from parent styles will **not** be included.

On the other hand, if you choose to Get customizations made in this style and all parent styles, the style XML file will contain not only items customized specifically in the style you are downloading, but also any items that have been customized in a parent style.

Clicking the [Download] button will instruct vBulletin to package your style up into an XML file and start downloading it to your web browser.

Note:

The XML file you download can **not** contain any image files. If your style includes custom images, you should download these separately using an FTP client.

Uploading a Style

[Back to Top](#)

If you have downloaded a vBulletin 3 XML style file from another vBulletin installation, or if you want to restore a style backup that you made yourself, you will have need of the vBulletin 3 Style Importer.

This system will read an XML file, convert the data inside it into StyleVars, CSS, Replacement Variables and Templates and write the data into your database.

Either Upload XML File from your computer If the XML style file you want to import is located on your own computer, use this control to find the file and upload it.

Or Import XML file from your server

If the XML style file you want to import is located on your web server, enter the file path to the file here.

Merge Into Style If you are restoring a style backup, you will probably want to import the XML file over the top of the style of which it is a backup. To do this, select the style you want to merge into from the list provided. If no style is chosen from the list, a new style will be created and the data in the XML file will be imported into this style.

Ignore Style Version When a style file is downloaded from vBulletin, the version number of the vBulletin exporting the file is included. If the version number included in the style file you are importing does not match the version number of the vBulletin doing the import a warning will be shown to alert you to possible incompatibilities. If you are confident that no errors will occur as a result of importing a style from a different version of vBulletin, use this control to force vBulletin to accept the file regardless of the stored version number.

Title for If you chose to create a new style rather than overwrite an existing style, vBulletin will use the style title

Uploaded Style included in the XML file as the title for the new style unless you specify an alternative title using this control.

Parent Style / These controls are only applicable when creating a new style rather than overwriting an existing style. Their function is identical to that described in the section dealing with [adding a new style](#).

Display Order /
Allow
User
Selection

Note:

XML style files can not contain image files, so no images will be imported when using this system. If the style you are importing requires special images, you will need to upload them to your web server using an FTP client.

Find Updated Templates

[Back to Top](#)

vBulletin's default templates are often updated during upgrades. This page shows you what customized templates may need to be reverted and recustomized as a result of the default templates changing.

Custom Header / Footer	
footer	
Default Template Updated in 3.0.0 by Kier	[Edit Template]
Your Custom Template Last Edited in 3.0.0 Release Candidate 4 by Administrator	[Revert]
header	
Default Template Updated in 3.0.0 by Kier	[Edit Template]
Your Custom Template Last Edited in 3.0.0 Release Candidate 4 by Administrator	[Revert]
Red	
header	
Default Template Updated in 3.0.0 by Kier	[Edit Template]
Your Custom Template Last Edited in 3.0.0 Release Candidate 4 by Administrator	[Revert]

If the page displays no modified templates then all your templates are up to date.

You can choose to modify or revert a template if it is listed.

Note:

The Find Updated Templates system is primarily of use to [check for modified templates](#) after running an upgrade script.

Languages and Phrases

[Back to Top](#)

In vBulletin 3, any language-dependent text is kept separately from the HTML layout code.

This enables you the administrator to create (or download) versions of the user interface translated into multiple languages other than US English, making your board truly multinational and language-independent.

An Introduction to Languages and Phrases

[Back to Top](#)

vBulletin 3 has introduced the ability to translate your board or modify the text displayed via the control panel, all without having to delve into the templates and HTML. This section will cover everything you need to know to translate your board, edit existing phrases, and add new phrases

Languages vs. Phrases

[Back to Top](#)

A language contains a collection of phrases. Specifically, a language contains all the phrases that vBulletin has, broken down into various groups of phrases. For example, there is a *Polls* group that only contains phrases dealing with polls. You can specify the default language that guests will see; once a user is registered, he or she may change the language the board is displayed in.

Note:

Language settings apply to both the front-end and the control panels.

A phrase represents a single string containing text that could be translated. This may vary from a single word used on a button to an entire error message or email. Significant effort has been made to make phrases as gender-independent as possible, but there are still some problem areas. If you are trying to translate a phrase and having problems because of a language difference (such as a gender conflict), you may report it to us.

Note:

Some gender issues may not be addressable because vBulletin does not include a method to determine if a user is male or female. We recommend working around this by including both translations simultaneously. This is similar to saying "him or her" or "forum(s)" in English.

The 'Master Language' and 'Custom Master Language'

[Back to Top](#)

Beyond any user-created languages, there are 2 that always exist. These are master languages and are generally hidden from being directly edited.

The *Master Language* is where all of vBulletin's untranslated, default phrases exist. This allows an original copy of a phrase to exist at all times for reference purposes. You will never be able to edit this language directly.

The *Custom Master Language* is similar to the Master Language. However, the only phrases that will be inserted here are any custom phrases that you have created. This allows every language to have access to the phrase as if it were in the Master Language.

Phrase Syntax

[Back to Top](#)

When editing phrases, you will notice strings such as {1} or {2}. These represent variables, and will be replaced with specific examples at runtime.

Let's consider an example. Suppose you are working with phrase showing_avatars_x_to_y_of_z. By default, its text is:

Showing Avatars {1} to {2} of {3}

At run time, this may take on a value such as:

Showing Avatars 10 to 20 of 24

Notice that {1}, {2}, and {3} have been replaced with specific values.

Now, suppose you wanted the output to look like this:

24 Avatars Total. Displaying 10 – 20.

You could accomplish this by changing the phrase text to:

{3} Avatars Total. Displaying {1} – {2}.

The order of the numbers does not matter. All that matters is that you reference the correct number for what you want.

Using Phrases in Templates

[Back to Top](#)

Phrases are generally straightforward to use in templates. Simple phrases (without any variable portions) can be referenced like regular \$variables; complex phrases are referenced similarly to template conditionals.

When referencing a phrase in a template, there are two things you have to know.

1. **The variable name (*varname*)** – this is what uniquely identifies a phrase and how phrases are referenced.
Generally, the variable name reflects the phrase text directly; for example, the phrase with variable name poll_timeout has the text of *Poll Timeout*.
2. **The phrase group** – if the phrase is in a group, you will only be able to access it on pages that load that group.
For example, the *Polls* group is only loaded in poll.php, so if you try to reference poll_timeout in a template that's loaded on another page, you won't get any output.

Note:

Some of the following is fairly complex and technical. If you do not wish to add phrases to your templates, then this section does not apply to you.

To reference a simple phrase, you need to place \$vbphrase[variable_name] into the appropriate template, replacing variable_name with the appropriate variable name.

If the phrase contains variable portions ({1}, {2}, etc), then you will need to use the <phrase> tag. The general syntax for the <phrase> tag is:

```
<phrase argument_list>$vbphrase[variable_name]</phrase>
```

- **variable_name** represents the variable name of the phrase; this part is the same as with simple phrases.
- **argument_list** represents a list of variables or text that are used to populate variable sections of the phrase.
Each argument is in the form of #="value", where # starts at 1 and increases.

For example, the *FORUMDISPLAY* template contains:

```
<phrase 1="$limitlower" 2="$limitupper" 3="$totalthreads">$vbphrase[showing_threads_x_to_y_of_z]</phrase>
```

This will populate *showing_threads_x_to_y_of_z* with the values of \$limitlower ({1}), \$limitupper ({2}), and \$totalthreads ({3}) similar to the *showing_avatars_x_to_y_of_z* example in the [Phrase Syntax](#) section.

Managing Languages

[Back to Top](#)

To manage your languages, go to Languages & Phrases > Language Manager in the admin control panel. You will be presented with this:

The screenshot shows the 'Language Manager' interface. At the top, there's a navigation bar with 'Help ?' and a 'Default' button. Below it is a table with one row for 'English (US)'. The row contains links for 'Edit / Translate English (US)', 'Phrases', '[Edit Settings]', '[Delete]', '[Download]', '[Search Phrases]', '[View QuickRef]', and '[Rebuild All Languages]'. There are also buttons for 'Add New Language' and 'Download / Upload Language'.

Language Manager		Help ?
		Default
English (US)	Edit / Translate English (US) Phrases	[Edit Settings] [Delete] [Download]
[Search Phrases] [View QuickRef] [Rebuild All Languages]		
Add New Language		Download / Upload Language

Here you can add or edit existing languages, change the default language, view a language quick reference, or rebuild all languages.

Adding or Editing a Language

[Back to Top](#)

To reach this page, visit Languages & Phrases > Language Manager > click [Add New Language] or [Edit Settings].

Add New Language

General Settings	
Title	<input type="text"/>
Allow User Selection	<input checked="" type="radio"/> Yes <input type="radio"/> No
Text Direction	<input checked="" type="radio"/> Left to Right <input type="radio"/> Right to Left
Language Code	<input type="text" value="en"/>
This is the abbreviation your language uses, such as "en" or "en-US". See here for more information.	
HTML Character Set	<input type="text" value="ISO-8859-1"/>
This is the value of the 'charset' attribute for the HTML content type setting in the 'headinclude' template. <meta http-equiv="Content-Type" content="text/html; charset=ISO-8859-1" />	
Image Folder Override	<input type="text"/>
Use this to override the images folder associated with the style being used. You may use <#> to represent the style ID the user is currently using	
Date / Time Formatting	
If a locale is defined, you must use the formatting found here , otherwise use the formatting found here	
Locale	<input type="text"/>
You can define a locale so that dates are properly translated. The setting for your locale will depend on your server OS and not all locales are supported on all systems. Windows servers need to look here and everyone else needs to look here and here . You must fill in all of the override fields below and use the formatting found here .	
Examples for windows are 'Chinese' and 'deu'. Examples for Linux are 'deu' and 'fre'.	
Date Format Override	<input type="text"/>
See: http://www.php.net/manual-lookup.php?function=strftime	
Examples:	
European Format (e.g., 25-04-98): %d-%m-%y	
Default Date Format for this Locale: %x	
Time Format Override	<input type="text"/>
See: http://www.php.net/manual-lookup.php?function=strftime	
Examples:	
AM/PM Time Format (eg, 11:15 PM): %I:%M %p	
24-Hour Format Time (eg, 23:15): %H:%M	
Default Time Format for this Locale: %X	
Registration Date Format Override	<input type="text"/>
Use this to override the default registration date format	
Birthday Date Format Override	<input type="text"/>
Use this to override the default birthday (with Year) date format	
Birthday Date Format Override	<input type="text"/>
Use this to override the default birthday (without Year) date format <i>DO NOT put in a code for the year</i>	
Log Date Format Override	<input type="text"/>
Use this to override the default Admin CP Log format	
Number Formatting	
Decimal Separator	<input type="text" value="."/>
(The character used to separate integers from floating point number components, such as the . used in 0.01. To specify a space, please use the underscore _)	
Thousands Separator	<input type="text" value=""/> ,
(The character used to separate thousands in formatted numbers, such as the , used in 1,024. To specify a space, please use the underscore _)	
Save Reset	

The form to add or edit a language contains many settings that are specific to a locale. For example, some people might prefer the mm/dd/yy date format, while others prefer dd/mm/yy.

General Settings

- **Title** – the name of your language. This will be displayed to users when they are selecting a language.
- **Allow User Selection** – determines whether users can select the language. If this is set to no, the language is effectively disabled.
- **Text Direction** – direction of the text in the language. English is left to right, while Hebrew is right to left.
- **Language Code** – the abbreviation for the language. This will not have any effect on the displayed text, but it may be used by programs such as screen readers.
- **HTML Character Set** – this indicates the encoding of the characters that are displayed on the page. Setting this to an incorrect value may prevent some characters from being displayed. If you are unsure what to put here, enter UTF-8, as it will likely contain the characters you need.
- **Image Folder Override** – this allows you to specify the path to button images, relative to the main forum directory, that contains translated text. This will replace the button images folder, which defaults to images/buttons. If you wish to specify a specific button directory for each style, you may use <#>. At runtime, this will be replaced with the ID number of the style that the user is using.

Date / Time Formatting

This section allows you to specify specific date and time options. **Locale** represents a special code that allows dates and times to be automatically translated into a specific language. All the other settings in this group allow you to override the default date and time formatting with one that is more appropriate for your language. For example, *English (US)* would use the mm/dd/yy format, while *English (UK)* would use the dd/mm/yy format. These formats are represented by %m/%d/%y and %d/%m/%y, respectively.

Number Formatting

- **Decimal Separator** – represents the character that separates the integer and decimal parts of a number.
- **Thousands Separator** – represents the character that separates and groups thousands in a number.

Translating a Language

To begin translating a language, click Languages & Phrases > Language Manager > click [Edit / Translate <language name> Phrases]. This will take you to a page that looks like this:

Varname	Text
1_day_ago	1 Day Ago 1 Day Ago
1_hour_ago	1 Hour Ago 1 Hour Ago
1_minute_ago	1 Minute Ago 1 Minute Ago
1_week_ago	1 Week Ago 1 Week Ago
a_closed_forum	A Closed Forum A Closed Forum
accept	Accept <input type="checkbox"/> Revert Accept

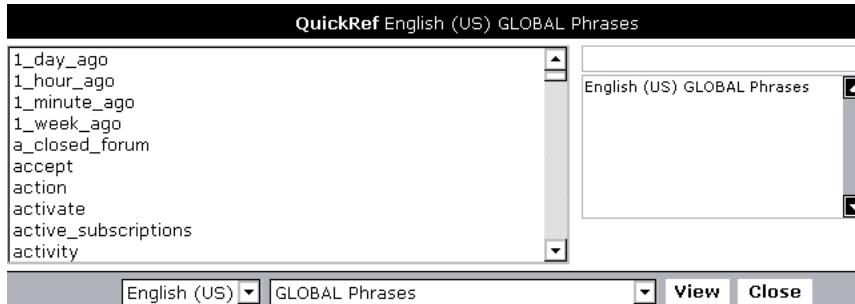
Save **Reset**

This page contains a list of phrases for the language. On the left is the phrase's variable name; on the right are the default value (top) and the translated value (bottom). If a phrase has not been translated yet, the default value will be in the bottom as well.

Once you have translated a page, simply click [Save]. Any phrases which have changed will be saved and used in this language. To do a complete translation, repeat this process for each page of every phrase group.

Language Quick Reference

The language quick reference can be reached by going to Languages & Phrases > Language Manager > click [View QuickRef]. This will popup a window like this:



On the left, you will see a list of phrase variable names. Once you click one, the code to use in a template will appear on the right, along with the phrase's text.

At the bottom, you can change the language and phrase group being viewed.

[Back to Top](#)

Rebuilding All Languages

Rebuilding all languages can be accomplished by going to Languages & Phrases > Language Manager > click [Rebuild All Languages]. This option will regenerate all cached language data. Generally, this is not necessary. However, if you have edited the language information in the database directly, you will need to run this setting for your changes to take effect.

Note:

Running this option, even when unnecessary, will **not** harm your forum.

Managing Phrases

[Back to Top](#)

The phrase manager is generally just another interface for doing translations. Data is just grouped by phrase instead of by language.

Clicking Languages & Phrases > Phrase Manager will lead you to a page that looks like this:

GLOBAL Phrases (phrasetypeid = 1)		Help ?
Varname	English (US)	
1_day_ago	<input type="radio"/>	[Edit]
1_hour_ago	<input type="radio"/>	[Edit]
1_minute_ago	<input type="radio"/>	[Edit]
1_week_ago	<input type="radio"/>	[Edit]
a_closed_forum	<input type="radio"/>	[Edit]
accept	<input checked="" type="checkbox"/>	[Edit]
action	<input type="radio"/>	[Edit]
activate	<input type="radio"/>	[Edit]
active_subscriptions	<input type="radio"/>	[Edit]
activity	<input type="radio"/>	[Edit]
add_new_folders	<input type="radio"/>	[Edit]
add_subscription	<input type="radio"/>	[Edit]
add_x_to_buddy_list	<input type="radio"/>	[Edit]
add_x_to_your_ignorelist	<input type="radio"/>	[Edit]
admin	<input type="radio"/>	[Edit]

[Search in Phrases](#)

[Add New Phrase](#)

[Find Orphan Phrases](#)

Phrases that are checked have a translation in that language; unchecked, empty circles are using the default value.

From here, you can add or edit and search for orphaned phrases.

Adding or Editing a Phrase

[Back to Top](#)

Add New Phrase

Phrase Type	GLOBAL	Help ?
Varname	<input type="text"/>	?
Text	<input type="text"/>	?
Translations		
<ul style="list-style-type: none"> When inserting a custom phrase, you may also specify the translations into whatever languages you have installed. If you do leave a translation box blank, it will inherit the text from the 'Text to insert' box You may customize the translations further at any time. 		
English (US) Translation (Optional)	<input type="text"/>	?
Copy Default Text		?
<input type="button" value="Save"/> <input type="button" value="Reset"/>		

Adding a phrase is straight forward.

- Phrase Type** – the type (or group) that this phrase will be put it. It will only be loaded by pages that load that group.
- Varname** – the variable name of the phrase that will be used to identify the phrase in code. You may only use a-z, A-Z, 0-9, and _ in the name.
- Text** – the default text of the phrase. You may use {1}, {2}, etc to represent variable parts of a phrase.

Note:

When editing a phrase, the options listed above may not be available. You will have to delete and recreate the phrase and translations to change these values.

Below this is a text area for each language on the board. Here you may create any translations necessary; if you leave the box blank, the value from the *Text* box will be used. You may specify a translation at any point.

Note:

To delete a translation, simply remove the text in the translation box.

Orphan Phrases

[Back to Top](#)

Orphan phrases are phrases that exist in the database but don't have a default value in the *Master Language* or the *Custom Master Language*. This is most commonly caused by phrases becoming obsolete and being removed by an upgrade. In most cases, these phrases will no longer be used, but if you need to edit or delete these phrases, you should search for orphan phrases.

When you search for orphan phrases, you will see a screen like this:

Find Orphan Phrases	
Varname	English (US)
orphan_demo	GLOBAL Phrases

Keep Delete

Note:

If you do not have any orphaned phrases, you will see a message stating this.

You may *Keep* the phrase, which will allow you to designate a translation as the default version to be moved into the *Custom Master Language*, or *Delete* the phrase, which remove all translations of it from the database.

Search in Phrases

[Back to Top](#)

Search in Phrases		Help ?
Search for Text	<input type="text"/>	?
Search in ...	<input checked="" type="radio"/> Phrase Text Only <input type="radio"/> Phrase Variable Name Only <input type="radio"/> Phrase Text AND Phrase Variable Name	?
Case-Sensitive	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
<input type="button" value="Find"/> <input type="button" value="Reset"/>		

The phrase search page (Languages & Phrases > Search in Phrases) allows you to search through the phrases used in all languages.

- **Search for Text** – the text used to do the search. It will search for this string exactly; what comes before and after it does not matter. Therefore, a search for *I* will return every phrase with an *I* in it, not just those with the word *I*.
- **Search in ...** – allows you to select where to search. In most cases, *Phrase Text Only* will be the most useful option.
- **Case-Sensitive** – allows you to choose whether the search is case sensitive.

Downloading and Uploading Languages

[Back to Top](#)

Languages can be downloaded (exported) and uploaded (imported) like styles. This allows you to share your translations with others or use someone else's translation to save time. To upload or download a language, go to Languages & Phrases > Download / Upload Languages.

Download		Help ?
Language	<input type="button" value="English (US) ▾"/>	?
Filename	<input type="text" value="vbulletin-language.xml"/>	?
<input type="button" value="Download"/> <input type="button" value="Reset"/>		

To download a language, simply select it and an appropriate filename and click [Download].

Note:

Only translated phrases will be in a downloaded language.

Import Language XML File		Help ?
EITHER upload the XML file from your computer		
<input type="button" value="Browse..."/> ?		
OR import the XML file from your server		
<input type="text" value=".//install/vbulletin-language.xml"/> ?		
Overwrite Language		
(Selecting a language here will cause the imported language to overwrite an existing language. Leave blank to create a new language.)		
<input type="button" value="(Create New Language) ▾"/> ?		
Title for Uploaded Language		
(Leave blank to use the language title specified in the language file)		
<input type="radio"/> Yes <input checked="" type="radio"/> No		
Ignore Language Version		
Use language file even if it was created by a different version of vBulletin?		
<input type="button" value="Import"/> <input type="button" value="Reset"/>		

- **Language Source** – the first two options represent the source of the language, a file you upload or a file that is already on the server. If you do not specify a file to upload, it will assume that you are importing the file off the server.
- **Overwrite Language** – if you select a language here, that language will be overwritten with the uploaded language. Otherwise, a new language will be created. This is useful if you are importing a newer version of an

existing language.

- **Title for Uploaded Language** – if you are creating a new language, you may specify a title for it here. You may leave this option blank to use the title in the language file.
- **Ignore Language Version** – if you leave this at *no*, then an error message will be displayed and the language will not be imported if it was created for a different version of vBulletin. Set this to *yes* to disable this error checking.

Warning:

Language data generally changes from version to version. Thus, if you are importing a language from an older version, these differences may cause problems.

Data Format

[Back to Top](#)

Languages are downloaded in XML. The XML for a language contains a <language> tag that provides information about the language, multiple <phrasetype> tags that denote each phrase type/group, and many <phrase> tags that describe the individual phrases.

Note:

The <phrase> tags here are very different from the <phrase> tags used in templates.

An example language XML file looks like this:

```
<?xml version="1.0" encoding="ISO-8859-1"?>

<language name="English (US)" vbversion="3.0.0">

  <phrasetype name="GLOBAL">
    <phrase name="1_day_ago"><![CDATA[1 Day Ago]]></phrase>
    <phrase name="1_hour_ago"><![CDATA[1 Hour Ago]]></phrase>
  </phrasetype>

  <phrasetype name="Control Panel Global">
    <phrase name="access"><![CDATA[Access]]></phrase>
    <phrase name="access_masks"><![CDATA[Access Masks]]></phrase>
    <phrase name="add"><![CDATA[Add]]></phrase>
  </phrasetype>

</language>
```

Find Updated Phrases

[Back to Top](#)

vBulletin's default phrases are sometimes updated during upgrades. This page shows you what customized phrases may need to be edited or retranslated as a result of the default phrases changing.

English (UK)	
digestforum (Email Body Text)	[Edit]
Default Phrase Updated in vBulletin 3.6.0 Beta 1 by Ed Sullivan Your Custom Phrase Last Edited in vBulletin 3.5.0 by Ed Sullivan	
post_new_announcement (Posting)	
Default Phrase Updated in vBulletin 3.6.0 Beta 1 by Ed Sullivan Your Custom Phrase Last Edited in vBulletin 3.5.4 by Ed Sullivan	[Edit]
German	
digestforum (Email Body Text)	[Edit]
Default Phrase Updated in vBulletin 3.6.0 Beta 1 by Ed Sullivan Your Custom Phrase Last Edited in vBulletin 3.5.3 by Ed Sullivan	

If the page displays no modified phrases, then all your phrases are up to date.

You can choose to modify a phrase if it is listed by clicking the "Edit" link. From this page, you may also remove your customized version.

Note:

The Find Updated Phrases system is primarily of use to [check for modified phrases](#) after running an upgrade script.

Frequently Asked Questions

[Back to Top](#)

The vBulletin FAQ manager allows you to create and maintain a dynamic and searchable document resource, which can be used for any purpose you see fit.

By default, vBulletin populates the FAQ with various helpful documents to instruct your users in how to use vBulletin, but you can edit these documents or create entirely new content if you wish.

Each entry for a FAQ-item can be translated into other languages that are installed on your board.

Introduction to Frequently Asked Questions (FAQ)

[Back to Top](#)

vBulletin includes a fully-dynamic Frequently Asked Questions (FAQ) system. This system allows you to expand and edit the FAQ located at <http://www.example.com/forums/faq.php> via the admin control panel. You may cover generic vBulletin questions and even site-specific questions.

FAQ entries can have an infinite amount of nesting, similar to regular forums.

FAQ Manager

[Back to Top](#)

The FAQ manager can be found at FAQ > FAQ Manager.

FAQ Manager			Help ?
FAQ			
Title	Display Order	Controls	
User Maintenance	10	[Edit] [Add Child FAQ Item]	[Delete]
Why should I register?	1	[Edit] [Add Child FAQ Item]	[Delete]
Does this forum use cookies?	2	[Edit] [Add Child FAQ Item]	[Delete]
How do I clear my cookies?	3	[Edit] [Add Child FAQ Item]	[Delete]
How can I change the information in my profile?	4	[Edit] [Add Child FAQ Item]	[Delete]
What is the signature for?	5	[Edit] [Add Child FAQ Item]	[Delete]
I lost my password, what can I do?	6	[Edit] [Add Child FAQ Item]	[Delete]
How do I add a custom status to my profile?	7	[Edit] [Add Child FAQ Item]	[Delete]
How do I get a picture under my username?	8	[Edit] [Add Child FAQ Item]	[Delete]
What are the buddy and ignore lists?	9	[Edit] [Add Child FAQ Item]	[Delete]

Save Display Order

Two levels of FAQ entries will be displayed at a time. If the title of an entry is linked, then you may click it to display any child entries; if the title is not linked, then the entry does not have any children.

To edit an entry's text and translations, click [Edit].

To add a child entry with a specific FAQ entry as its parent, click [Add Child FAQ Item].

To delete an entry and any child entries, click [Delete].

Like forums, FAQ entries also have a display order; the lowest display orders within a level are displayed first.

Adding or Editing a FAQ Item

[Back to Top](#)

To add a FAQ item, click FAQ > Add New FAQ Item. You will be presented with a screen like this:

Add New FAQ Item

Varname: new_faq_item

Parent FAQ Item: No Parent FAQ Item

Title:

Text:

Large Edit Box

Display Order: 1

Translations

Title (English (US) Translation):

Text (English (US) Translation):

Save Reset

The screenshot shows the 'Add New FAQ Item' interface. At the top, there's a title bar with the page name. Below it is a form with several input fields. The first field is 'Varname' with the value 'new_faq_item'. The next field is 'Parent FAQ Item' with a dropdown menu showing 'No Parent FAQ Item'. There are also fields for 'Title' and 'Text', both currently empty. A large text area labeled 'Large Edit Box' is present. Below these is a 'Display Order' field containing the number '1'. Under the heading 'Translations', there are two sections: 'Title (English (US) Translation)' and 'Text (English (US) Translation)', each with its own text area. At the bottom of the form are 'Save' and 'Reset' buttons.

- **Varname** – the variable name of the FAQ entry. This is used to uniquely identify an entry and can be linked to directly. You may only use a-z, A-Z, 0-9, and _.
- **Parent FAQ Item** – parent FAQ entry. This item will be displayed under its parent.
- **Title** – FAQ title. This is often the question it answers.
- **Text** – the actual text of the FAQ entry. You may use HTML and \$variables.
- **Display Order** – controls when an entry is displayed within a level.

Below this, there will be a title and text box for each language. If you leave a box blank, the default text specified above will be used.

Notices

[Back to Top](#)

Notices are a system that allows the administrator to create messages that will be displayed to forum users when specific criteria are matched.

The criteria available make this a powerful system for notifying users about a variety of conditions.

Notices appear by default in the navbar template, in a box underneath the main board links.

Each notice is displayed wrapped in the **navbar_noticebit** template, which allows the administrator to change the way notices are displayed.

A screenshot of the vBulletin 3.7 Forums homepage. At the top, there's a banner with the vBulletin logo and the text "Welcome, admin. You last visited: 5 Days Ago at 08:15pm Private Messages: Unread 0, Total 3.". Below the banner is the main navigation bar with links for User CP, Register, FAQ, Members List, Search, Quick Links, and Log Out. A secondary navigation bar below it includes Notices, Forum, Last Post, Threads, Posts, and Core Planning. The Notices section contains a message: "You have less than one-hundred posts, talk more! We have not seen you here for a few days, admin. Welcome back!"

They are shown on every page that includes the navbar, with the exception of error pages.

The Notices Manager

[Back to Top](#)

Admin CP > Notices > Notices Manager

The Notices Manager is the central interface for working with notices. It lists all notices created by administrators for your board, and allows you to see at a glance the active status and display order of all notices.

A screenshot of the Notices Manager interface. The title bar says "Notices Manager". Below it is a table with one row containing a notice. The notice has columns for Active (checkbox), Persistent (checkbox), Display Order (text box with value 10), and Title (Happy Birthday). There are "Edit" and "Delete" links next to the title. At the bottom of the screen are "Save" and "Reset" buttons, and a "Add New Notice" button.

To [add a new notice](#), click the [Add New Notice] button.

When you have one or more notices defined in your system, you will see each of them listed in the manager.

A screenshot of the Notices Manager interface showing a list of six notices. Each notice has columns for Active (checkbox), Persistent (checkbox), Display Order (text box), and Title. The titles are: "Happy Birthday", "Welcome back after a year away", "No posts yet", "Congratulations on 1,000th post", "Happy Christmas", and "PM storage > 90% full". Each notice row has "Edit" and "Delete" links. At the bottom are "Save" and "Reset" buttons, and a "Add New Notice" button.

At the top of the list is a Toggle Active Status for All checkbox that allows you to toggle the 'Active' status of all notices with one click.

To edit a notice, click its title. To delete a notice, there is a 'Delete' link at the end of each notice's row in the manager.

Each notice is displayed with two checkboxes and a text box containing a number. These represent the Active status, the Persistent nature of the notice, and the notice's Display Order.

If a notice is not active, it will not be displayed to visitors under any circumstances.

A notice that is not persistent will be displayed the first time a user visits the board and will then disappear until they visit again (it is displayed once per browser-session).

The display order text box controls the order in which the notice is shown, both in the notices manager and to visitors. Display order also controls the order in which notices are checked, so it's important for the 'Notice x has not already been displayed' condition.

After using the Active, Persistent and Display Order controls, you need to click the 'Save' button to commit your changes.

You may make quick changes to display orders by using the arrow buttons either side of the display order text boxes.

A screenshot of a dropdown menu with four items. Each item consists of a small icon followed by the word 'Persistent' and a text input field containing a number. To the right of each number is a small arrow button. The numbers are 30, 40, 50, and 60. A mouse cursor is positioned over the arrow button to the right of the number 50.

e	<input checked="" type="checkbox"/> Persistent	<input type="text"/> 30
e	<input checked="" type="checkbox"/> Persistent	<input type="text"/> 40
e	<input checked="" type="checkbox"/> Persistent	<input type="text"/> 50
e	<input checked="" type="checkbox"/> Persistent	<input type="text"/> 60

Adding and Editing Notices

[Back to Top](#)

Admin CP > Notices > Notices Manager > Add / Edit

The notice editor provides controls to create and edit notices for your board, and to set up criteria for when each notice should appear.

The top part of the editor deals primarily with the actual HTML of the notice, while the bottom of the editor sets up display criteria.

A screenshot of the 'Edit Notice' dialog box. The title is 'Congratulations on 1,000th post'. The 'Title' field contains 'Congratulations on 1,000th post'. The 'Notice HTML' field contains 'You now have 1,000 posts, congratulations!'. The 'Display Order' field is set to 40. The 'Active' section shows 'Yes' selected. The 'Persistent' section shows 'Yes' selected. There are also sections for 'Translations' and 'Special Variables'.

- **Title** - This is a convenience for management only. The title is used only on the notices manager to assist in identifying notices. It is never shown to visiting users. You can add multiple translations of the title text using the [Translations](#) link.

- **Notice HTML** - The notice HTML textbox contains the raw HTML of the notice that will be displayed on the front-end to users when criteria are met.

Warning:

You may use any HTML so be careful about potentially breaking your layout or including code that can be abused.

In addition, you may use the special variables {userid}, {username}, {musername} and {sessionurl} in the HTML to personalize the notice text. For example,

Hello, {username}, how are you?

will be replaced with

Hello, John Doe, how are you?

when John Doe is viewing the notice.

A more complex example, making use of the {sessionurl} variable to make links within the board work properly follows:

```
Hello, {musername}.<br />
<a href="member.php?{sessionurl}u={userid}">View Your Profile</a>
```

- **Display Order** - The display order text box controls the order in which the notice is shown, both in the notices manager and to visitors. Display order also controls the order in which notices are checked, so it's important for the 'Notice x has not already been displayed' condition.
- **Active** - If a notice is not active, it will not be displayed to visitors under any circumstances. It is a useful control to use when you want to temporarily disable a notice without actually deleting it completely.
- **Persistent** - A notice that is not persistent will be displayed the first time a user visits the board and will then disappear until they visit again (it is displayed once per browser-session).

The lower part of the form contains controls to set up display criteria.

Display this notice if...

User belongs to usergroup

User does not belong to usergroup

User is browsing forum

User is browsing forum or one of its child forums

User is browsing using style

User has not visited for days or more

User has not posted for days or more (but has posted previously)

User's post-count is between and posts

User has never posted

User has between and reputation points

User has between and infraction points

User's private message storage is between % and % full

User's username is

User's birthday is today

User is in Coventry (global ignore)

The date is (dd-mm-yyyy)

Notice has not already been displayed on the page

To activate a criterion, put a tick in the box next to the criteria text, then fill in any controls that are part of that criterion.

You may activate as many criteria as you like, but if **any** of the active criteria are not satisfied, the notice will **not** show.

Value is between [x] and [y] criteria

These criteria, such as *User has between [x] and [y] reputation points* or *User's private message storage is between [x]% and [y]% full* can be used in several ways.

- **x = number, y = greater number** - This is the standard use of the fields. If the value is equal to or greater than the lower number, but equal to or less than the higher number, the criteria are fulfilled.

Example: x = 10, y = 100

- **x = number, y = number** - This method can be used to specify an *exact* number for which to check. If you wanted to check for a value of *exactly* 10, enter 10 into both boxes.

Example: x = 10, y = 10

- **x = number, y = (empty)** - This configuration is used to set up a greater-than-or-equal-to check. By leaving the second box empty, only the first box is checked, so you can set up checks such as *value is greater than or equal to 10*, with no upper limit.

Example: x = 10, y = (empty)

- **x = (empty), y = number** - The inverse of the previous configuration, by leaving the first box empty it is possible to set up a less-than-or-equal-to-check, with no lower limit.

Example: x = (empty), y = 100

Announcements

[Back to Top](#)

If you need to inform your members of some news, or otherwise want to post something important on the board, you have the option to post it as an announcement.

Announcements differ from threads in that they can appear in multiple forums simultaneously, and have a time period in which they are visible, then they disappear from view.

The latest announcement will be listed when there are multiple announcements. Clicking on one to read it will also list any other announcement for that forum.

Announcement Manager

[Back to Top](#)

Announcements are a method of distributing news and updates to your users. Announcements may be forum-specific or board-wide (global). The title of each announcement is displayed above all threads in a forum for as long as the announcement is active.

To edit existing announcements, go to the announcement manager at Announcements > Announcement Manager.

The screenshot shows the 'Announcement Manager' interface. At the top, under 'Global Announcements', there is a single entry: 'Board Wide Announcement! (Administrator) [Edit] [Delete]' (03-04-2004 to 04-04-2004), with a 'New' button. Below this, there are two sections for 'Forum-Specific Announcements': 'Main Category' (with a 'New' button) and 'Main Forum' (with a 'New' button). Under 'Main Forum', there is an entry: 'Forum-Specific Announcement (Administrator) [Edit] [Delete]' (03-04-2004 to 04-04-2004). At the bottom, there is another 'Forum-Specific Announcements' section for 'Testing' (with a 'New' button).

This page is divided up into two sections. At the top you will see **Global Announcements**, if you have any. These announcements will be displayed at the top of every forum. Click [New] to add a global announcement.

Below this, you will see a list of each forum. If you have any **Forum-Specific Announcements**, they will be displayed next to the appropriate forum. These announcements will be displayed in this forum and its child forums. Click [New] to create an announcement for just this forum.

The information displayed with each announcement is its title, the user who posted it, edit/delete controls, and the timeframe that it will be displayed for.

Adding or Editing an Announcement

[Back to Top](#)

To add an announcement, go to Announcements > Add New Announcement. This form will be displayed:

The screenshot shows the 'Add New Announcement' form. It includes fields for 'Forum' (set to 'All Forums'), 'Title' (empty), 'Start Date' (set to March 4, 2004), 'End Date' (set to April 4, 2004), 'Text' (a large text area labeled 'Large Edit Box'), and three checkboxes for 'Allow BB Code', 'Allow Smilies', and 'Allow HTML' (all set to 'Yes'). At the bottom are 'Save' and 'Reset' buttons.

- Forum** – the forum which this announcement will be displayed in. *All Forums* makes this a global announcement. Note that if you select a specific forum, the announcement will also be displayed in its child forums.
- Title** – the title of the announcement. This will be displayed on the thread listing and is what users will see before they are displayed the text of the announcement.
- Start Date** – the date when the announcement will begin to be displayed.
- End Date** – the date when the announcement will stop being displayed.
- Text** – the body of the announcement. You may use smilies, BB code, and HTML, provided you have set the appropriate option below.

- **Reset Read Status** – The read status determines if an announcement is displayed on the "New Posts" and "Today's Posts" searches. Once an active announcement is viewed, it no longer will display on these searches for the user. When this option is set to yes, it resets the status of the announcement for all users so that they will see it as a new announcement again. This option is only available when editing an existing announcement.
- **Allow BB Code** – set this to yes if you want your announcement to be parsed similar to posts. Not only will this allow you to use BB code tags such as [b] and [img], but all line breaks will automatically be converted to HTML line breaks. If you set this to no, then you must enable HTML and use
 for line breaks.
- **Allow Smilies** – setting this to yes will cause smilies such as :) to be parsed into the appropriate images.
- **Allow HTML** – setting this to yes will allow you to use any HTML in your announcement. Note that if you have set *Allow BB Code* to yes, then any line breaks (even within HTML markup) will be automatically replaced with
. If you enable this option, it is recommended that you disable *Allow BB Code* and simply use straight HTML.

Forums & Moderators

[Back to Top](#)

The forum and moderator managers are where you create and edit the various forums that make up your board.

The tools here allow you to set up your forums, control user access to each forum at a usergroup level and give specific users Moderator permissions, allowing them to act on your behalf to keep the peace and ensure that your visitors behave themselves in their posts.

You can also view a summary of all moderators, and of all permission levels for forum access.

An Introduction to Forums

[Back to Top](#)

Creating a usable forum structure is one of the integral parts of running a successful bulletin board. vBulletin allows you to create an infinite depth of forums and configure numerous settings related to the forum.

Some of the most common ways to setup individual forums include:

- **Category** – this is a forum that people cannot post in; it is just used for grouping other forums. *Act as Forum* must be set to no.
- **'Normal' Forum** – this is simply a regular forum that people can post in. You will need *Act as Forum*, *Forum is Active*, and *Forum is Open* set to yes.
- **'Sub' Forum** – this is a regular forum that people can post in and is a subset of a 'Normal' Forum. You will need *Parent Forum* set to the name of the Forum this will fall under, *Act as Forum*, *Forum is Active*, and *Forum is Open* set to yes.
- **Link Forum** – this really is not a forum at all. It is just a link to another web page; it could be another forum, or it could be an entirely different site. To create this type of forum, specify a URL in the *Forum Link* option.
- **Archive Forum** – this forum was once a 'Normal Forum', but is now just used as an archive for old information. Set *Forum is Open* to no.

Forum Manager

[Back to Top](#)

The forum manager, accessible via Forums & Moderators > Forum Manager, is where you will do the majority of forum management. When you enter this section, you will be presented with a screen similar to this:

Forum Manager				Help ?
If you change the display orders, please be sure to submit the form using the 'Save Display Order' button at the bottom of the page				
Title	Controls	Display Order	Moderators	
Main Category	Edit Forum ▾ Go	1	Moderators (1) ▾ Go	
-- Main Forum	Edit Forum ▾ Go	1	Moderators (0) ▾ Go	
Title	Controls	Display Order	Moderators	
Testing	Edit Forum ▾ Go	1	Moderators (0) ▾ Go	
Save Display Order		Add New Forum		

Each row in the table is a forum in the database. In the first column, **Title**, you will see the name of the forum; clicking the name will allow you to edit the forum's information.

The next column, **Controls**, allows you to:

- **Edit Forum** – this takes you to a page where you can edit each of this forum's settings.
- **View Forum** – this displays the forum on the front end, allowing you to see threads that have been posted in it.
- **Delete Forum** – this allows you to remove the forum from the database. If this forum has any child forums, they will also be removed.
- **Add Child Forum** – takes you to the *Add New Forum* page with this forum automatically selected as the new forum's parent.
- **Add Moderator** – allows you to specify a new moderator for this forum.
- **Add Announcement** – allows you to create a new announcement to be displayed at the top of the forum.
- **View Permissions** – displays the *Forum Permissions Manager* and scrolls to this forum
- **Podcast Settings** – configure podcast settings for this forum when used via the [External Data Provider](#).
- **Moderators (x)** – this simply displays the number of moderators for this forum. It is not a clickable link.
- **List of Current Moderators** – following this will be a list of the forum's current moderators. Selecting one allows you to edit him or her.

Adding or Editing a Moderator

[Back to Top](#)

To add a new moderator, go to Forums & Moderators > Forum Manager > *Add Moderator* in the *Moderators* column.

Add New Moderator to Forum Main Category

Forum
(Also applies to child forums)

Moderator Usernames
Separate each username with a semicolon

Usergroup Options

Change Moderator's Primary Usergroup to DO NOT CHANGE USERGROUP

Make Moderator a Member of

(COPPA) Users Awaiting Moderation
 Administrators
 Banned Users
 Moderators

Registered Users
 Super Moderators
 Unregistered / Not Logged In
 Users Awaiting Email Confirmation

- **Forum** – the forum that this user will moderate. He or she will also be able to moderate any child forums.
- **Moderator Username** – the name of the user that will become the moderator.
- **Change Moderator's Primary Usergroup to** – if you wish to change the user's usergroup when they become a moderator, you may do so here. The most common setup is to put all moderators into a *Moderators* usergroup that will then have access to a special forum.
- **Make Moderator a Member of** – if you do not wish to move the moderator to a different usergroup but instead wish to add that user to one or more groups, making them a secondary user in those groups, you may do so here.

All other settings should be self explanatory. If you are unsure of an option, simply click the inline help icon for a further explanation.

Adding or Editing a Forum

[Back to Top](#)

To add a new forum, go to Forums & Moderators > Add New Forum. You will be presented with numerous settings. These settings are detailed below

Add New Forum

Title

Description

Forum Link
(Entering a URL here will cause anyone clicking the forum link to be redirected to that URL)

Display Order
Set to '0' to not display this item

Parent Forum

Default View Age
(Default date cut-off for thread display)

Default Sort Field

Default Sort Order

Show Private Forum
(Select 'No' here to hide this forum from users who are not allowed to access it. Users who do have permission to access it will have to log in before they can see this forum.)
This option applies to the any forum listing, including the Forum Jump menu, and Search Results.
Selecting 'Use default' will use the system default as defined in Forum Listings Display Options.)

- **Title** – the title of the forum. This will be displayed on the forum list, in the nav bar, and in the forum jump.
- **Description** – the description of the forum that will be displayed below the forum title in the forum list.
- **Forum Link** – if you want this forum to be a link to somewhere else, enter that URL here. Be sure to include *http://* at the beginning!
- **Display Order** – the ordering of the forums within a level. Lower numbers are displayed first and a display order of 0 causes the forum to not be displayed in the forum list. However, it is still accessible if the direct URL is known.
- **Parent Forum** – the name of this forum's parent. Use this to group forums into logical groups.
- **Default View Age** – default amount of time that threads are shown for when a user views the forum. Users may manually override this in their profile or by clicking on the drop down when viewing the forum.
- **Default Sort Field** – the default field to sort on. This will be used unless a user explicitly overrides the sort order using the controls at the bottom of a list of threads. You may sort on a number of fields, including thread title and number of replies. This is set to last post time by default.
- **Default Sort Order** – the default direction a list of threads is sorted using.
- **Show Private Forum** – this controls the behavior of this forum when a user does not have permission to it. The options have the following meaning:
 - *Use Default* – uses the value of the global setting 'Show Private Forums'.
 - *No* – users without permission to view this forum will not see it anywhere. This is often useful for forums that only administrators and moderators can see.
 - *Yes - Hide Post Counts* – users without permission to view this forum will see it in the forum list, but they will not be able to see the number of posts in the forum.
 - *Yes - Display Post Counts* – users without permission to view this forum will see it in the forum list and will even see the number of posts in the forum. However, they will not see the last post information until

they have permission to view the forum. This is useful if have a forum that only paying users can access and you wish to entice users to purchase a subscription.

Moderation Options		Help ?
Email Addresses to Notify When there is a New Post (Separate each address with a SPACE)	<input type="text"/>	?
Email Addresses to Notify When there is a New Thread (Separate each address with a SPACE)	<input type="text"/>	?
Moderate Posts (Require moderator validation before new posts are displayed)	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Moderate Threads (Require moderator validation before new threads are displayed)	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Moderate Attachments (Require moderator validation before new attachments are displayed)	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Warn Administrators (By default, the post warning system will only notify the moderators of a forum. If you would also like to notify the forum administrators and super moderators, then enable this option)	<input type="radio"/> Yes <input checked="" type="radio"/> No	?

- **Email Addresses to Notify When there is a New Post** – a list of email addresses to send an email to when a new post is made in this forum; this includes new threads. Separate each with a space. Any email addresses you enter here will also receive emails when a new post is made in a subforum.
- **Email Addresses to Notify When there is a New Thread** – a list of email addresses to send an email to when a new thread is made in this forum. Separate each with a space. Any email addresses you enter here will also receive emails when a new post is made in a subforum.
- **Moderate Posts** – requires an admin or moderator to validate posts before they are displayed. This refers only to replies to threads.
- **Moderate Threads** – requires an admin or moderator to validate new threads before they are displayed.
- **Moderate Attachments** – requires an admin or moderator to validate attachments before they are displayed.
- **Warn Administrators** – causes the 'report post' feature to send its messages to administrators in addition to moderators of the forum.

Style Options		Help ?
Custom Style for this Forum	<input type="button" value="Use Default Style"/>	?
Override Users' Style Choice (If this forum uses a custom style, this will force users with a different style choice to see the forum with the style you specified)	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Prefix for Forum Status Images	<input type="text"/>	?

- **Custom Style for this Forum** – use this to specify a specific style for the forum. If a user has not specified a custom style in his or her profile or cookies, he or she will always see this style.
- **Override Users' Style Choice** – if you have specified a custom style for the forum and wish to ensure that all users see this style, regardless of the style set in their profile or cookies, set this to yes.
- **Prefix for Forum Status Images** - Forum Status images are usually shown alongside the forum in the forum listings. This allows you to specify a prefix for the status images on a per-forum basis, allowing you to have a custom set of status images for each forum

Access Options		Help ?
Forum Password (Optional: This acts in addition to any other permissions set for this forum)	<input type="text"/>	?
Can Have Password (Setting this to no will prevent a password from being inherited and from being set by moderators) (Note: You may still set a password manually)	<input checked="" type="radio"/> Yes <input type="radio"/> No	?

- **Forum Password** – if you wish to password protect this forum, specify the password here. Administrators, super moderators, and moderators of the forum in question will not be prompted for a password. Passwords are not automatically applied to child forums; use *Apply This Password to Child Forums* to emulate this function.
- **Apply This Password to Child Forums** – if you have changed the password for this forum, setting this to yes will apply the specified password to all child forums. This can be used to emulate inheritance of passwords.
Note:
This option is only displayed when editing a forum.

Posting Options		Help 
Act as Forum (Will act as category if no)	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Forum is Active (Will not appear if set to no, but remains accessible if the forum's URL is known)	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Forum is Open (Set this to 'No' to prevent any new posts being made in this forum)	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Index New Posts in Search Engine (Setting this to 'No' will prevent anyone from being able to search in this forum)	<input checked="" type="radio"/> Yes <input type="radio"/> No	?

- **Can Have Password** – this function prevents a forum from inheriting a password with *Apply This Password to Child Forums* and prevents a moderator from specifying a password in the moderators' control panel. As an administrator, you may still specify a password for the forum.
- **Act as Forum** – setting this to no causes the forum to behave as if it were a category. This prevents posting in the forum and changes the template used to display the forum in the forum list.

Note:

If this is no, the template used will contain a *_nopostr* suffix, as opposed to a *_post* suffix.

- **Forum is Active** – setting this to no prevents the forum from being displayed in the forum list. If a user still knows the forum's URL, he or she may still access the forum.
- **Forum is Open** – setting this to no prevents users from posting to the forum. This setting has no effect if *Act as Forum* is no.
- **Index New Posts in Search Engine** – setting this to no prevents posts from being indexed for searching.

Therefore, posts from this forum will not be found when a search is run.

Enable / Disable Features		Help 
Allow HTML	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Allow BB Code	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Allow [IMG] Code	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Allow Smilies	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Allow Post Icons	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Allow Thread Ratings in this Forum	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Count Posts Made in this Forum Towards User Post Counts	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Show this Forum and Child Forums on the Forum Jump Menu	<input type="radio"/> Yes <input checked="" type="radio"/> No	?

Save **Reset**

- **Allow HTML** – setting this to yes allows users to use arbitrary HTML in their posts. This is **NOT** recommended except when all users who may post in the forum are trusted.

Warning:

Setting this to yes in a situation where users may not be trusted may compromise account security! Users may also inadvertently ruin your layout.

- **Allow BB Code** – this allows users to use default and custom BB codes to add markup and formatting to their posts. This is much preferred over allowing HTML.

Note:

Disabling BB Code will disable the editor toolbar for posting in the forum.

- **Allow [IMG] Code** – if you have enabled BB codes with *Allow BB Code*, this setting allows you to control whether users may display images inline with their posts. If this is set to no, images will be displayed as links.

- **Allow Smilies** – if this is set to yes, when a user types a smilie, such as :), it will be automatically translated into an image.

- **Allow Post Icons** – if this is set to yes, users may specify an icon to go with their post. In new threads, this icon will be displayed on the thread list; in posts, it will be displayed at the top of the post, next to the title.

- **Allow Thread Ratings in this Forum** – this setting allows users to rate threads from a scale of one (worst) to five (best).

- **Count Posts Made in this Forum Towards User Post Counts** – allows you to control whether new posts in this forum increase a users post counts. For example, if you have a testing forum, you may not want users' posts there to increase their post count.

- **Show this Forum and Child Forums on the Forum Jump Menu** – this setting allows you to prevent a specific forum (and child forums) from being displayed on the forum jump. This allows you to remove clutter and rarely accessed forums from the forum jump.

Forum Permissions

[Back to Top](#)

This page (Forums & Moderators > Forum Permissions) is simply a link to the *Forum Permission Manager*. That section is detailed [here](#).

Show All Moderators

[Back to Top](#)

To quickly view all moderators and each forum they moderate, go to Forums & Moderators > Show All Moderators, this also shows any super moderators and allows permissions to be edited accordingly.

The screenshot shows a list of super moderators. At the top, it says "Super Moderators" and "Help ?". Below that is a list of users:

- [Boxy](#) ([Edit Permissions]) - Last Online 05-30-2006 04:12 PM
- [Ed Sullivan](#) ([Edit Permissions]) - Last Online 05-30-2006 04:52 PM

Each moderator listed is in a group which has super moderator permissions. To edit these permissions click [Edit Permissions].

Note:

Super moderator permissions can be combined with regular moderator permissions for a more granular approach.

The screenshot shows a list of moderators. At the top, it says "Moderators" and "Help ?". Below that is a list of users:

- [Administrator](#) - Last Online
Forums ([Remove this Moderator from All Forums])
Main Category ([Edit] [Delete])

Moderators: 1

Each moderator will be listed on this page, with each forum he or she moderates listed below. If you wish to remove this person from moderating all forums, click [Remove this Moderator from All Forums]. To edit or delete a moderator from a specific forum, click [Edit] or [Delete] next to the appropriate forum.

View Permissions

[Back to Top](#)

The View Permissions (Forums & Moderators > View Permissions) section allows you to view what permissions a specific usergroup will have in a forum. This allows you to check that you have setup your forum-permission structure correctly.

The screenshot shows the "View Forum Permissions" page. At the top, it says "View Forum Permissions" and "Help ?". Below that are dropdown menus for "Forum" (set to "(Forum)") and "Usergroup" (set to "(Usergroup)"). There is also a "Check All" checkbox.

Forum Permissions	Value
Can View Forum	<input type="checkbox"/> Yes
Can View Thread Content	<input type="checkbox"/> Yes
Can View Others' Threads	<input type="checkbox"/> Yes
Can Search Forum	<input type="checkbox"/> Yes
Can Use Email to Friend	<input type="checkbox"/> Yes
Can Post Threads	<input type="checkbox"/> Yes
Can Reply to Own Threads	<input type="checkbox"/> Yes
Can Reply to Others' Threads	<input type="checkbox"/> Yes
Can Edit Own Posts	<input type="checkbox"/> Yes
Can Delete Own Posts	<input type="checkbox"/> Yes
Can Delete Own Threads	<input type="checkbox"/> Yes
Can Open / Close Own Threads	<input type="checkbox"/> Yes
Can Move Own Threads	<input type="checkbox"/> Yes
Can View Attachments	<input type="checkbox"/> Yes
Can Post Attachments	<input type="checkbox"/> Yes
Can Post Polls	<input type="checkbox"/> Yes
Can Vote on Polls	<input type="checkbox"/> Yes
Can Rate Threads	<input type="checkbox"/> Yes
Follow Forum Moderation Rules If no, posts are always placed into moderation queue	<input type="checkbox"/> Yes
Can See Deletion Notices	<input type="checkbox"/> Yes
Can Tag Own Threads	<input type="checkbox"/> Yes
Can Tag Others' Threads	<input type="checkbox"/> Yes
Can Delete Tags on Own Threads	<input type="checkbox"/> Yes
Can See Thumbnails	<input type="checkbox"/> Yes

Find Reset

Select the **Forum** and **Usergroup** you want to test. Now choose the individual permissions you want to check; if you are not sure what to select, click [Check All]. Now click [Find] and you will be presented with a screen like this:

Administrators / Main Forum		Help ?
Can View Forum	Yes	
Can View Thread Content	Yes	
Can View Others' Threads	Yes	
Can Search Forum	Yes	
Can Use Email to Friend	Yes	
Can Post Threads	Yes	
Can Reply to Own Threads	Yes	
Can Reply to Others' Threads	Yes	
Can Edit Own Posts	Yes	
Can Delete Own Posts	Yes	
Can Delete Own Threads	Yes	
Can Open / Close Own Threads	Yes	
Can Move Own Threads	Yes	
Can View Attachments	Yes	
Can Post Attachments	Yes	
Can Post Polls	Yes	
Can Vote on Polls	Yes	
Can Rate Threads	Yes	
Follow Forum Moderation Rules If no, posts are always placed into moderation queue	Yes	
Can See Deletion Notices	Yes	
Can Tag Own Threads	Yes	
Can Tag Others' Threads	Yes	
Can Delete Tags on Own Threads	Yes	
Can See Thumbnails	Yes	

This displays what each permission you selected is set to. In this example, the *Administrators* group has full permissions in the *Main Forum*.

Podcast Settings

[Back to Top](#)

The Podcast Settings (Forums & Moderators > Forum Manager > Podcast Settings) section allows you to configure iTunes specific settings for your forums.

Podcast feeds will work inside of iTunes (and other aggregates that support enclosures) without any information on this page being filled in. These settings are used when you wish to submit one of your forums as a podcast to iTunes as a podcast that can be searched for and seen from within iTunes.

Podcast Settings: Main Forum (id: 2)		Help ?
Enabled	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Category	<input type="text"/>	?
Media Author	<input type="text"/>	?
Maximum Chars: 255		
Owner Name	<input type="text"/>	?
Maximum Chars: 255		
Owner Email	<input type="text"/>	?
Maximum Chars: 255		
Image URL	<input type="text"/>	?
Minimum 300x300. Must be .jpg or .png		
Subtitle	<input type="text"/>	?
Maximum Chars: 255		
Keywords	<input type="text"/>	?
Separate with commas		
Maximum Chars: 255		
Increase Size Decrease Size		
<input type="button" value="Large Edit Box"/>		
Summary	<input type="text"/>	?
Maximum Chars: 4000		
<input type="button" value="Large Edit Box"/>		
Increase Size Decrease Size		
Explicit	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
<input type="button" value="Save"/> <input type="button" value="Reset"/>		

- **Enabled**

This setting enables the output of the information entered on this page.

- **Category**

This setting corresponds to categories defined within iTunes. This list is subject to being updated by Apple and the latest list can be found at [Apple - iTunes - Podcasts](#). You can update the categories that you are able to choose from by modifying a file in your forums directory that contains the categories that vBulletin displays for

your choosing. The file is located on your server in your forums directory at
/includes/xml/podcast_vbulletin.xml

- **Media Author**

This is shown in the Artist column in iTunes.

- **Owner Name**

Your name, or the name of the person to be associated with control of this podcast.

- **Owner Email**

Your email, or the email of the person to be associated with control of this podcast.

- **Image URL**

This tag specifies the artwork for your podcast. iTunes prefers square .jpg or .png images that are at least 300 x 300 pixels.

- **Subtitle**

The contents of this tag are shown in the Description column in iTunes. The subtitle displays best if it is only a few words long. If this is left blank, the Summary will be used.

- **Keywords**

This tag allows users to search on text keywords within iTunes. Use commas to separate keywords.

- **Summary**

The contents of this tag are shown in a separate iTunes window that appears when the “circled i” in the Description column is clicked. It also appears on the iTunes page for your podcast. This field can be up to 4000 characters. If this field is left blank, your forum description will be used.

- **Explicit**

Set this to *Yes* if your podcast contains Explicit material. Not setting this properly can result in your podcast being banned from iTunes.

Warning:

There are several caveats that you must be aware of for this process to be successful.

Requirements:

1. vBulletin Options > External Data Provider > Enable RSS Syndication must be enabled.
2. vBulletin Options > External Data Provider > Enable Podcasting must be enabled.
3. The forum in question must be viewable by guests.
4. You must set Enabled to *Yes* and select a Category.
5. The feed to your podcast must be called with the forumid of the forum. You can not combine multiple forums into podcast that includes iTunes specific information.
Ex: <http://www.example.com/forums/external.php?forumids=2>
6. iTunes only support six filetypes: *.m4a*, *.m4v*, *.mp3*, *.mp4*, *.mov*, and *.pdf*

There are two options to add the enclosure to the podcast. The first option is to add an attachment to the first post of the thread. This option is limited in that:

1. Attachments in the forum must be viewable by guests.
2. Due to the decision of Apple to limit valid enclosure urls to those that end with the extensions listed above, podcasting via iTunes will not work on IIS servers and possibly others. If you need help verifying that podcasting will work on your server, please contact vBulletin support. Hopefully, Apple will come to realize that there are better ways to determine valid urls and will lift this restriction in the future.

The second option is to enter a URL in the *Podcast URL* field when submitting a new thread in the podcast forum.

Thread Prefixes

[Back to Top](#)

This page (Forums & Moderators > Thread Prefixes) is simply a link to the *Thread Prefix Manager*. That section is detailed [here](#).

Calendars

[Back to Top](#)

vBulletin includes a powerful calendar system that can act in many ways, from a personal diary for individual board members to a schedule for forthcoming board events.

Using the Calendar Manager you can create a number of different calendars, add specific holidays and events, and create Calendar Moderators to oversee the use of each calendar.

In the same way as you can set permissions for forums, you can use the Calendar Manager to set permissions at a usergroup level for individual calendars and calendar types.

An Introduction to Calendars

[Back to Top](#)

The vBulletin Calendar system is a full featured system, comparable to many stand alone calendar packages on the market today.

The basic premise of the Calendar system is that it follows the same design as the forums in its approach. You create multiple calendars, as you do forums, in order to categorize your subject matter.

Real world examples would be:

- **Birthday Calendar** - A calendar that only displays your forum members' birthdays.
- **Holiday Calendar** - A calendar that only shows upcoming holidays, either those you define or the included holidays.
- **Private Calendar** - A calendar that allows members to keep track of their own private events.
- **Event Calendar** - A calendar that lists upcoming forum events.

The choice is up to you and don't think you are limited to just these examples. You can create a calendar that displays holidays, birthdays and events, all at the same time!

Managing Calendars

[Back to Top](#)

The first step in managing calendars is the Calendar Manager (found at Calendars & Moderators -> Calendar Manager).

From here you can add, delete and modify your calendars, modify calendar permissions, and manage calendar moderators. Yes, calendars can have moderators also!

Creating a New Calendar

[Back to Top](#)

After pressing the [Add New Calendar] button, you are presented with the following options:

Title - Choose what you want to call this calendar. This will appear at the top of the calendar as well as in the calendar jump menu at the bottom of the calendar.

Display Order - Order in which the calendars appear in the calendar jump menu. Also the calendar with the lowest order, that the user has access to view, will be the default calendar for the user.

Custom Fields - See Below.

Email Addresses to Notify When There is a New Event - An email detailing the event details will be sent to any email address listed in this section. If you moderate events, you will probably want to put the email addresses of your calendar moderators in here so they will be notified about new events.

Moderate Events - If enabled, this will cause all new events to be placed into moderation. They will not appear on the calendar until a calendar moderator approves them through the Moderator Control Panel. Events posted by any of the following users will appear directly on the calendar, bypassing moderation.

- Forum Administrators
- Forum Super Moderators
- Calendar Moderator (of this calendar)

Options		Help ?
Date Range Beginning and ending years in the format of: Example: 2001-2007	2001-2007	?
Start year must be greater than 1969. End Year must be less than 2038.		
Default View View the user is presented with when they enter the calendar.	Monthly	?
Start of the Week (Sets the default first day for the calendar, which will be shown to guests with no start of week preference)	Sunday	?
Event Title Cutoff (Sets the maximum number of characters of an event title that are shown on the monthly view. To disable the cutoff, enter '0')	40	?
Event Count (Sets the maximum number of events to be listed on a single day in the monthly view before a single link to all that day's Events is shown instead)	4	?
Birthday Count (Sets the maximum number of birthdays to be listed on a single day in the monthly view before a single link to all that day's Birthdays is shown instead)	4	?

Date Range - Sets the minimum and maximum years that the calendar supports. Due to limitations of various operating systems, the choices are 1970 - 2038.

Default View - Sets whether the calendar is first displayed in a weekly or monthly view.

Start of the Week - If the user does not choose a Start of Week option in their User CP then this setting will be used.

Event Title Cutoff - In monthly view, long event titles can wreck havoc with the layout of the calendar cells. In order to control this, you should set a reasonable maximum number of characters to display on the monthly view. The event title will be displayed up to the character count and then followed with (...).

Event Count - If a day contains an excessive number of events, it can begin to appear unwieldy. If a day exceeds the allotted number of events, a single link will be displayed instead that takes the user to the daily view for that particular day.

Birthday Count - Just as with the previous option, a large number of birthdays can cause problems. This option also replaces multiple birthdays with a single link to the daily view for this particular day.

Enable / Disable Features		Help ?
Show Birthdays on this Calendar	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Show admin defined holidays on this Calendar	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Show predefined holidays on this Calendar	<input checked="" type="checkbox"/> Easter <input type="checkbox"/> Good Friday <input checked="" type="checkbox"/> Palm Sunday <input type="checkbox"/> Ash Wednesday <input checked="" type="checkbox"/> Pentecost <input type="checkbox"/> Mardi Gras <input checked="" type="checkbox"/> Corpus Christi	?
Show Saturday / Sunday on this Calendar (Setting this to 'No' forces the calendar to display only Monday to Friday, ignoring the user's start of week option)	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Show upcoming event from this Calendar on the forum index	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Allow HTML	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Allow BB Code	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Allow [IMG] Code	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Allow Smilies	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Save Reset		

Show Birthdays on this Calendar - This one is obvious as it simply enables or disables birthdays from appearing on the calendar.

Show predefined holidays on this Calendar - Enables or disables the display of any holidays that you create in the Holiday Manager.

Show admin defined holidays on this Calendar - There are many holidays that can not be strictly defined by a recurring pattern. We still support some holidays of this fashion and you can choose which of these holidays that you wish to display on this calendar.

Show Saturday / Sunday on this Calendar - If disabled, this option will remove Saturday and Sunday from the calendar.

Show upcoming event from this Calendar on the forum index - This option allows you to display upcoming events

from this calendar on the forum home page. This option requires that the Display Calendar Events option under Forums Home Page Options in the vBulletin Options be enabled.

Allow HTML / BBCODE / IMG CODE / SMILIES - These choices simply enable or disable the listed options as you will find elsewhere in vBulletin.

Custom Fields

vBulletin Calendars give you the option of adding your own custom fields to events. These fields allow you to ask for specific information that pertains to your type of events. While you could expect the user to give this information in the event description, you can bring more attention to what you expect by adding custom fields.

For example, you could ask for any of the following:

- Concert Venue
- Location of Event
- Choose from a list of options

To add custom fields, you press the [Add New Custom Field] link found on the Add/Edit screen of the Calendar Manager.

Note:

When creating a new calendar, you must first save it before you can add custom fields to it

Title - This is displayed on the Event add/edit screen.

Description - Tell the user how you expect them to answer this choice.

Options - There are two types of field that you may create:

- Single Input Text Box
- Select List

To create a simple text box for the user to enter some information into, leave this field blank and select <Yes> for the next option. To create a menu of choices, enter each choice into this area, placing each on a new line. If you wish to also allow the user to enter their own text instead of choosing one of your options, select <Yes> for the next option.

Note:

If you leave this option empty and select <No> for the next option, you will not be able to save this custom field. You must either allow the user to enter their own text or give them options to choose from, or both.

Max length of allowed user input - This option limits the amount of text the user can enter if the previous option is set to <Yes>.

Field Required - Enabling this will require the user to either enter text or choose an option, depending on the type of field you create.

Modifying Existing Calendars

[Back to Top](#)

If you wish to modify an existing calendar, select <Edit> from the dropdown menu to the right of the Calendar name. Please refer to the option descriptions in the Creating a New Calendar section above.

To delete an existing calendar select <Delete> from the dropdown menu to the right of the calendar name.

Warning:

Removing a calendar will also remove all events associated with it.

Calendar Moderators

[Back to Top](#)

You can specify moderators for your calendars in the same way you can have moderators for forums. Calendar moderators have fewer tasks to perform than a forum moderator does but they are just as important to the operation of your forum. Tasks include:

- Approve events for display if you have moderation enabled
- Ability to edit all events on their calendar
- Delete events
- Move events to different calendars

You would want to add moderators to any calendars of the following types:

- A calendar that you have moderation enabled for
- A calendar that allows some usergroups to post public events and you do not implicitly trust the content that they will post

You wouldn't add any moderators to a private calendar as the moderators would only be able to see their own events.

Adding a New Moderator

[Back to Top](#)

To add a moderator to a calendar, you select the <Add> option in the moderator dropdown at the far right of the calendar you are working with.

The screenshot shows the 'Calendar Manager' interface. In the 'Moderators' dropdown menu, the 'Add' option is highlighted with a red circle. Other options like 'Moderators (0)' and 'Moderators (1)' are also visible.

You will then be presented with the following screen:

The screenshot shows the 'Add New Moderator to Calendar' form. It includes fields for 'Calendar' (set to 'Default Calendar'), 'Moderator Username' (empty), and a section for 'Calendar Permissions' with five checkboxes: 'Can Edit Events' (Yes), 'Can Delete Events' (Yes), 'Can Move Events' (Yes), 'Can Moderate Events' (Yes), and 'Can View IP Addresses' (Yes). At the bottom are 'Save' and 'Reset' buttons.

Moderator Username - Enter the name of the moderator you are adding to this calendar. This name must match a user who is currently registered on your forum.

Can Edit Events - Allows the moderator to edit all events posted on this calendar.

Can Delete Events - Allows the moderator to delete all events posted on this calendar.

Can Move Events - Allows the moderator to move events to any other calendar that they have Can View access to.

Can Moderate Events - Allows the moderator to approve new events through the Moderator Control Panel.

Can View IP Addresses - Allows the moderator to view the IP Address of the event poster.

Note:

If the calendar permission Can View Others' Events is disabled, the only user who can view/edit/delete an event is the user who posted it and this is assuming the user has permission to edit/delete their own events.

Modifying Calendar Moderators

[Back to Top](#)

If you wish to modify an existing Moderator, select the <moderator's name> from the dropdown menu to the far right of the Calendar name. Please refer to the option descriptions in the Adding a New Moderator section above.

The screenshot shows the 'Calendar Manager' interface. In the 'Moderators' dropdown menu, the '> Administrator' option is highlighted with a red rectangle.

To delete an existing moderator click the <Delete Moderator> button, found at the top of the screen that is displayed after you select the moderator's name as instructed above.

The screenshot shows a confirmation dialog with the text 'If You Would Like to Remove this Moderator' and a 'Delete Moderator' button.

Calendar Permissions

[Back to Top](#)

Calendar permissions follow forum permissions in that inheritance and multiple group membership are supported. In simplest terms, this means that a user can belong to multiple groups at once which gives them the combined permissions of all of their groups. There are also global calendar permissions specifiable at the usergroup level (Usergroups->Usergroup Manager->Edit->Calendar Permissions). You can then override any usergroup permission for a specific calendar by creating custom permissions for just this calendar.

Please refer to the Usergroup Permissions' section if you need further clarification on what is meant by inheritance and multiple group membership.

Usergroup Level Calendar Permissions

[Back to Top](#)

The first level of calendar permissions is at the Usergroup Level.

By default, all calendars that you create will follow the permissions that are defined in the calendar permissions section of the Usergroup Manager. If you wish to define specific permissions for each calendar, you will use the Calendar Permissions to do so, which will be explained in the next section.

To modify the default calendar permissions for any usergroup, navigate your way to the usergroup manager at Usergroups->Usergroup Manager. Select the usergroup you wish to modify by selecting <Edit Usergroup> from the drop down menu on the right.

Calendar Permissions	
Can View Calendar	<input checked="" type="radio"/> Yes <input type="radio"/> No
Can Post Events	<input checked="" type="radio"/> Yes <input type="radio"/> No
Can Edit Own Events	<input checked="" type="radio"/> Yes <input type="radio"/> No
Can Delete Own Events	<input checked="" type="radio"/> Yes <input type="radio"/> No
Can View Others' Events	<input checked="" type="radio"/> Yes <input type="radio"/> No

Scroll down to the section labelled *Calendar Permissions* near the bottom of the page. A breakdown of what each permission does follows:

Can View Calendar - This is the global on/off switch for each calendar. If this is disabled the user will receive permission denied if they attempt to access this calendar. It will not be displayed as a choice for them in the calendar jump menu.

Can Post Events - This setting allows users to post events on the calendar.

Can Edit Own Events - Allows a user to edit their own events. There is no time limit on editing events if this is enabled.

Can Delete Own Events - Allows a user to delete their own events. There is no time limit on allowing event deletion if this is enabled.

Can View Others' Events - You set the option to <No> to set up a private calendar as this will allow users to only see events that they post.

Calendar Level Permissions

[Back to Top](#)

The second level of Calendar permissions is at the calendar level. With these permissions you can override the usergroup permissions for any specific calendar.

The calendar permissions manager is found at Calendars & Moderators->Calendar Permissions

Calendar Permissions		Help ?
<ul style="list-style-type: none"> • Color Key • Standard: Using default usergroup permissions • Customised: Using custom permissions for this usergroup 		
<ul style="list-style-type: none"> ▪ Default Calendar <ul style="list-style-type: none"> ○ [Edit] (COPPA) Users Awaiting Moderation ○ [Edit] Administrators ○ [Edit] Banned Users ○ [Edit] Example Joinable Group ○ [Edit] Moderators ○ [Edit] Registered Users ○ [Edit] Super Moderators ○ [Edit] Unregistered / Not Logged In ○ [Edit] Users Awaiting Email Confirmation 		

You will see a listing of each of your calendars, with each of your usergroups below each calendar. All usergroups in **black** are using the permissions specified at the usergroup level while any listings in **red** are using permissions specifically set for that calendar.

To modify permissions for any usergroup, select the <Edit> link next to the usergroup, beneath the calendar you wish to edit.

Custom Calendar Permissions	All Yes	All No	
Can View Calendar	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Post Events	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Edit Own Events	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Delete Own Events	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can View Others' Events	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	

Save **Reset**

The permissions that you see here, are the same permissions that you see at the usergroup level for the calendar. Please refer to the previous section for their description and usage.

The section you will want to take note is at the top of the screen and appears as:

Edit Calendar Permissions For Usergroup: Administrators in Calendar Default Calendar

Use Usergroup Default Permissions (Note: this will delete any previous custom permissions set)
 Use Custom Permissions

If you have edited an usergroup that is using custom permissions then the Use Custom Permissions option will be selected. To delete the custom permissions for this group, you simply select Use Usergroup Default Permissions and then press [Save].

If you have edited a group that is using the default usergroup permissions then you will want to make sure that Use Custom Permissions is selected before you press [Save], otherwise the group will continue to use the default usergroup permissions for this calendar.

Holiday Manager

[Back to Top](#)

The only holidays that vBulletin Calendars contain by default are the built in holidays that you enable/disable in the Calendar Manager. We leave it up to the admin to add any holidays that they find important for their calendars. Since vBulletin is a global product, we could not possibly cover all cultural differences that apply to holidays.

Note:

Any holidays that you add through the Holiday Manager can be enabled/disabled per calendar in the Calendar Manager.

Holidays Help ?

Title	Recurring Option	Controls
New Year's Day	Every January 1	<input type="button" value="Edit"/> <input type="button" value="Go"/>

Add New Holiday

Adding a New Holiday

[Back to Top](#)

To add a new holiday, select the [Add New Holiday] button on the main Holiday Manager screen.

Add New Holiday Help ?

Varname	<input type="text"/>	?
Title	<input type="text"/>	?
Description	<input type="text"/>	?
Recurring Option	<input checked="" type="radio"/> Every <input type="button" value="January"/> <input type="button" value="1"/>	?
	<input type="radio"/> The <input type="button" value="First"/> <input type="button" value="Sunday"/> of <input type="button" value="January"/>	?
Allow Smilies	<input checked="" type="radio"/> Yes <input type="radio"/> No	?

Save **Reset**

Varname - This field is an unique identifier for the holiday. You will most likely want to call this something similar to the holiday title. You may only use a-z, A-Z, 0-9, and _ (underscore) in this field.

Title - What you wish to call this holiday.

Description - Describe the holiday.

Recurring Option - There are two types of holidays that you can setup.

- Holiday that occurs on the same day every year, i.e. Jan 1st
- Holiday that occurs on the same day of the week every year, i.e. 4th Thursday in November

Allow Smilies - This controls whether or not any smilies that you enter into the description will be converted into their graphical representations.

[Back to Top](#)

Modifying Existing Holidays

If you wish to modify an existing holiday, select <Edit> from the dropdown menu to the right of the holiday name. Please refer to the option descriptions in the Creating a New Holiday section above.

To delete an existing holiday select <Delete> from the dropdown menu to the right of the holiday name.

Practical Examples of Calendar Permissions

[Back to Top](#)

This section will detail a few examples of setting up various calendars.

A Birthdays Only Calendar

[Back to Top](#)

To keep your calendars from becoming cluttered with events and birthdays, you may wish to setup one calendar for just displaying birthdays.

- 1 Click Calendars & Moderators->Calendar Manager.
- 2 Click [Edit] next to the calendar you wish to setup this way.
- 3 Click <Yes> next to Show Birthdays on this Calendar.
- 4 Click [Save]
- 5 Click Calendars & Moderators->Calendar Permissions.
- 6 Find the calendar you wish to modify and choose the usergroup you wish to deny posting events for (probably the *Registered Users* group) by clicking [Edit]
- 7 Make sure Can Post Events is set to <No>.
- 8 If it is not, select Use Custom Permissions, then select <No> next to Can Post Events.
- 9 Click [Save]

Note:

If you have any events on this calendar you will need to move them to another calendar or they will still appear.

A Private Events Calendar

[Back to Top](#)

A private calendar allows your users to post events for themselves that no other users can view.

- 1 Click Calendars & Moderators->Calendar Permissions.
- 2 Find the calendar you wish to modify. You need to complete the next step for each usergroup by pressing [Edit].
- 3 If you want this group to be able to post private events, make sure Can Post Events is set to <Yes>.
- 4 If it is not, select Use Custom Permissions, then select <Yes> next to Can Post Events.
- 5 Make sure Can View Others' Events is set to <No>.
- 6 If it is not, select Use Custom Permissions, then select <No> next to Can View Others' Events.
- 7 Click [Save]

Warning:

If you fail to select <No> for Can View Others' Events for every usergroup of your Calendar, then the missed groups **will** be able to see other user's private events

Threads & Posts

[Back to Top](#)

The threads and posts section contains tools that enable you to manage large groups of threads and posts.

You can delete (prune) threads, or move them from forum to forum based on search parameters you specify. You can also remove polls from specified threads, find out who voted in otherwise private polls, and remove all thread subscriptions to a specific thread.

Mass Prune Threads

[Back to Top](#)

If you wish to delete (prune) a large amount of threads based on various criteria, go to Threads & Posts. You will be presented with two options for pruning.

The first prunes by threads matching the following criteria:

Prune Threads Manager	
Pruning many threads is a server intensive process because of the amount of data that must be removed. Use with care!	
Date Options	
Original post date is at least X days ago	<input type="text" value="0"/>
Original post date is at most X days ago - Note: leave this at 0 to specify no limit.	<input type="text" value="0"/>
Last post date is at least X days ago	<input type="text" value="0"/>
Last post date is at most X days ago - Note: leave this at 0 to specify no limit.	<input type="text" value="0"/>
View Options	
Thread has at Least X Replies	<input type="text" value="0"/>
Thread has at Most X Replies - Note: leave this at -1 to specify no limit.	<input type="text" value="-1"/>
Thread has at Least X Views	<input type="text" value="0"/>
Thread has at Most X Views - Note: leave this at -1 to specify no limit.	<input type="text" value="-1"/>
Status Options	
Thread is sticky: Thread remains at top of list thread listings	<input type="radio"/> Yes <input checked="" type="radio"/> No <input type="radio"/> Either
Thread is Deleted (Has a deletion notice)	<input type="radio"/> Yes <input type="radio"/> No <input checked="" type="radio"/> Either
Thread is open: Users can post in this thread	<input type="radio"/> Yes <input type="radio"/> No <input checked="" type="radio"/> Either
Thread is visible: Un-check this box to send this thread to the moderation queue	<input type="radio"/> Yes <input type="radio"/> No <input checked="" type="radio"/> Either
Thread is a redirect	<input type="radio"/> Yes <input checked="" type="radio"/> No <input type="radio"/> Either
Other Options	
User Name	<input type="text"/>
Title	<input type="text"/>
Forum	<input type="button" value="Select Forum"/>
Include Child Forums	<input checked="" type="radio"/> Yes <input type="radio"/> No
Prune Threads Reset	

These include date-related, view-/reply-related, status-related, and miscellaneous criteria.

The second prunes by username. The most common use for this is to delete all posts by a specific user.

Prune by Username	
Note: This includes individual posts made by the specified user.	
User Name	<input type="text"/>
Forum	<input type="button" value="Select Forum"/>
Include Child Forums	<input checked="" type="radio"/> Yes <input type="radio"/> No
Prune Threads Reset	

Note:

This option will also prune individual posts. The first option only searches for entire threads.

Once you have searched for threads/posts, you will be told the number of threads and posts that match your criteria.

At this point you may select to prune all matching threads/posts automatically or prune selectively.

Warning:

You may not undo a prune. Make sure you only prune exactly what you want to!

If you chose to prune selectively, you will be presented with a screen like this:

Prune Threads Selectively				
	Title	User	Replies	Last Post
<input checked="" type="checkbox"/>	This is a new thread	Administrator	0	02-17-2004 01:33 PM
<input checked="" type="checkbox"/>	Need some attachments!	Administrator	0	03-02-2004 11:11 PM
<input checked="" type="checkbox"/>	A Test Thread with Poll	Administrator	0	03-03-2004 12:06 AM

Go

This lists each of the threads that matched your criteria. Use the checkbox on the left to select whether or not the thread is pruned. Once you are ready, click [Go].

Once the pruning is complete, you should run *Rebuild Forum Information* in [Update Counters](#). If you are pruning by username, you should run *Rebuild Thread Information* first!

Mass Move Threads

[Back to Top](#)

The Move Threads (Threads & Posts > Move) section is similar to the Prune Threads section, but instead of deleting the threads, they are simply moved to a different forum.

Move Threads				
Destination Forum	<input type="button" value="Main Category (No Posting)"/>			
Date Options				
Original post date is at least X days ago	<input type="text" value="0"/>			
Original post date is at most X days ago - Note: leave this at 0 to specify no limit.	<input type="text" value="0"/>			
Last post date is at least X days ago	<input type="text" value="0"/>			
Last post date is at most X days ago - Note: leave this at 0 to specify no limit.	<input type="text" value="0"/>			
View Options				
Thread has at Least X Replies	<input type="text" value="0"/>			
Thread has at Most X Replies - Note: leave this at -1 to specify no limit.	<input type="text" value="-1"/>			
Thread has at Least X Views	<input type="text" value="0"/>			
Thread has at Most X Views - Note: leave this at -1 to specify no limit.	<input type="text" value="-1"/>			
Status Options				
Thread is sticky: Thread remains at top of list thread listings	<input type="radio"/> Yes	<input checked="" type="radio"/> No	<input type="radio"/> Either	
Thread is Deleted (Has a deletion notice)	<input type="radio"/> Yes	<input type="radio"/> No	<input checked="" type="radio"/> Either	
Thread is open: Users can post in this thread	<input type="radio"/> Yes	<input type="radio"/> No	<input checked="" type="radio"/> Either	
Thread is visible: Un-check this box to send this thread to the moderation queue	<input type="radio"/> Yes	<input type="radio"/> No	<input checked="" type="radio"/> Either	
Thread is a redirect	<input type="radio"/> Yes	<input checked="" type="radio"/> No	<input type="radio"/> Either	
Other Options				
User Name	<input type="text"/>			
Title	<input type="text"/>			
Forum	<input type="button" value="Select Forum"/>			
Include Child Forums	<input checked="" type="radio"/> Yes <input type="radio"/> No			
Move Threads		Reset		

The search criteria are the same as pruning.

Once you submit the search form, you will be asked whether you wish to move all threads that match your criteria or want to move threads selectively. If you chose to move selectively, you will be shown a page similar to this:

Move Threads Selectively				
	Title	User	Replies	Last Post
<input checked="" type="checkbox"/>	This is a new thread	Administrator	0	02-17-2004 01:33 PM
<input checked="" type="checkbox"/>	Need some attachments!	Administrator	0	03-02-2004 11:11 PM
<input checked="" type="checkbox"/>	A Test Thread with Poll	Administrator	0	03-03-2004 12:06 AM

Go

This lists each of the threads that matched your criteria. Use the checkbox on the left to select whether or not the thread is moved. Once you are ready, click [Go].

Once the moving is complete, you should run *Rebuild Forum Information* in [Update Counters](#).

[Back to Top](#)

Unsubscribe Threads

To quickly manage thread subscriptions for specific users or specific threads, go to Threads & Posts > Unsubscribe. Here you will be presented with two options.

Unsubscribe All Users from Specific Threads

Enter the threadid(s) of the threads from which you want to unsubscribe users. (separate ids with spaces - eg: 1 2 6 9)

Large Edit Box

Go Reset

Unsubscribe All Users from Specific Threads allows you to quickly remove all thread subscriptions from specific threads. Enter the thread *IDs* of the threads you wish to unsubscribe all users from; separate each with a space.

To obtain the thread ID, find the thread you want to remove. The link to the thread should look like <http://www.example.com/forums/showthread.php?t=####>. The ##### part is the ID number that you need to enter here.

Unsubscribe All Threads from Specific Users

User Name
Leave this blank to remove **ALL** thread subscriptions.

Find All Threads Older Than X Days 30

Forum All Forums

Go Reset

Unsubscribe All Threads from Specific Users allows you to quickly remove all of a user's thread subscriptions. One reason you might do this is if the user's email has been bouncing recently. However, this is not a temporary removal; you will not be able to restore the subscriptions in the future.

Here, you specify:

- **User Name** – name of the user whose subscriptions you wish to remove.
- **Find All Threads Older Than X Days** – allows you to only remove subscriptions to threads that are more than this number of days old.
- **Forum** – allows you to only remove subscriptions to threads in specific forums.

Strip Poll from Thread

[Back to Top](#)

If you wish to remove a poll from a thread, go to Threads & Posts > Strip Poll. You will be presented with a simple form:

Delete Poll

Enter the threadid of the thread which contains the poll you wish to delete

Continue

To remove the poll from a thread, you simply need to enter the thread *ID* that the poll is contained in. To obtain the thread ID, find the thread you want to remove the poll from. The link to the thread should look like <http://www.example.com/forums/showthread.php?t=####>. The ##### part is the ID number that you need to enter here.

Once you have found this, submit the form. You will receive a screen where you can confirm that this is the correct poll. Simply submit that to remove the poll.

Who Voted in Poll

[Back to Top](#)

If you wish to find out who voted on a particular poll, you can do this by going to Threads & Posts > Who Voted. Here, you will be presented with a list of polls:

Who Voted

Poll [1] Is this a good test?

Thread A Test Thread with Poll

Who Voted

The dropdown contains the poll's ID and name; the text box is the name of the thread that contains that poll. Once you have found the poll you want to view, click [Who Voted]. You will now see a results screen such as this:

Poll 'Is this a good test?' in thread 'A Test Thread with Poll'

Is this a good test?

Yes, quite. Administrator

Who Voted

This page displays each poll option that has at least one vote, along with each person who voted for it.

Tags

[Back to Top](#)

Thread tagging is a system that allows user to apply their own keywords (tags) to threads. See [Wikipedia](#) for more information on the ideas behind tagging. This can allow users to categorize threads based on the actual content. As such, if used consistently, could be a better way to find a specific topic than a full-text search.

Tags can contain any character except a comma, which is used to separate multiple tags. Additionally, you may not create tags which:

- Have less than an admin-specified amount of characters. The default is 3.
- Have over 25 characters. (This is the default value. You may change it by changing the "Tag Maximum Length" option.)
- Contain any censored words.
- Are in a list of common words.

This page allows you to manage the existing tags:

The screenshot shows a 'Tag List' interface with a header 'Tag List' and a 'Help ?' link. Below the header is a section titled 'Display Newest'. It contains a list of four tags: 'bbc', 'core', 'nasa', and 'test tag', each preceded by a small checkbox. At the bottom of this list is a dark button labeled 'Delete Selected'.

By default, tags are shown alphabetically and paginated. If you wish to see what tags have been added recently, you can click the Display Newest link.

Below this, you can add a new tag:

The screenshot shows an 'Add Tag' form. It has a text input field for 'Add Tag', a question mark icon for help, and two buttons at the bottom: 'Save' and 'Reset'.

You may not add any invalid tags, as people will not be able to assign them to threads. See above for the tag rules.

Front-End Inline Moderation Tools

[Back to Top](#)

Inline Moderation gives Administrators and moderators the ability to moderate multiple threads and posts without the need to enter the Moderator Control Panel. This is achieved by selecting individual threads from forumdisplay or posts from showthread. Threads or posts from multiple pages can be selected if the moderator has [Javascript](#) support enabled. Selected threads or posts will display highlighted in a yellow color as well.

At the bottom of the page, a moderation drop down box shows the available actions. Next to the moderation drop down box is a [Go] button that maintains a count of the selected threads or posts. Checking a checkbox will increase the number by one, unchecking a checkbox will decrease the number by one.

Note:

Inline Moderation is a feature of the front-end of vBulletin. It is accessed from forumdisplay or showthread.

Inline Thread Moderation

[Back to Top](#)

On the forumdisplay.php pages where threads are listed each thread will have a checkbox at the end of the row.

Checking the checkbox will add the thread to the list of threads to be moderated. The row color will also change to yellow to signify that the thread has been chosen.

	<input checked="" type="checkbox"/> TETRIS Anyone? Dude111	Yesterday 10:50pm by LEAD WEIGHT	3	53	<input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/> Favourite Rock Bands? limp bizkit fan	Yesterday 8:03pm by taillespie	6	52	<input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/> Pixel Advertising? speedpro50	Yesterday 6:53pm by speedpro50	0	24	<input type="checkbox"/>
	<input checked="" type="checkbox"/> IP Range Advice Needed Gary Bolton	Yesterday 6:50pm by Gary Bolton	2	36	<input type="checkbox"/>

Above all the listed threads there is a dropdown quick-selection box with various options to choose from, which apply only to that page. These options allow you to quickly choose multiple threads that match the selected criteria without having to manually click each thread.

The screenshot shows a 'Forum Tools' dropdown menu. It includes standard options like 'Post', 'Replies', and 'Views'. Below these are several filtering options: 'From This Page...', 'Select All', 'Deselect All', 'Invert Selection', 'Select Closed Threads', 'Select Unapproved Threads', 'Select Deleted Threads', 'Select Sticky Threads', 'Select Threads with Polls', and 'Select Threads with Attachments'. The 'Invert Selection' option is currently highlighted.

- **Select All**

Selecting 'Select All' will highlight all the threads on the current page, including sticky, soft-deleted, unapproved and closed threads.

- **Deselect All**

Selecting 'Deselect All' will reset all the highlighted threads on the current page, including sticky, soft-deleted, unapproved and closed threads.

- **Invert Selection**

Selecting 'Invert Selection' will highlight all the unselected threads, and reset all the highlighted threads on the current page, including sticky, soft-deleted, unapproved and closed threads.

- **Select Closed Threads**

Selecting 'Select Closed Threads' will highlight all the threads that are not open for posting on the current page, including closed threads that are sticky, soft-deleted, and/or unapproved.

- **Select Unapproved Threads**

Selecting 'Select Unapproved Threads' will highlight all the threads that are not visible to members (in moderator queue) on the current page, including unapproved threads that are sticky, soft-deleted, and/or closed.

- **Select Deleted Threads**

Selecting 'Select Deleted Threads' will highlight all the threads that are marked as soft-deleted on the current page, including deleted threads that are sticky, unapproved, and/or closed.

- **Select Sticky Threads**

Selecting 'Select Sticky Threads' will highlight all the threads that are marked as important (sticky at the top of the page) on the current page, including sticky threads that are soft-deleted, unapproved, and/or closed.

- **Select Threads with Polls**

Selecting 'Select Threads with Polls' will highlight all the threads that have polls added to them on the current page, including threads with poll that are soft-deleted, sticky, unapproved, and/or closed.

- **Select Threads with Attachments**

Selecting 'Select Threads with Attachments' will highlight all the threads that have attachments added to them on the current page, including threads with attachments that are soft-deleted, sticky, unapproved, and/or closed.

If there are threads on other pages, that you would like to add to the list, you can go to those pages and add the threads as well. Your browser must have [Javascript](#) enabled for this to work. You are limited to working with just the threads on one page if Javascript is disabled.

Once threads have been chosen, the Moderation drop down at the bottom of the page is used to perform the desired action.



- **Delete Threads**

This option will bring up the delete threads interface that allows you to choose between Soft and Hard deletion (depending on permission level).

- **Undelete Threads**

This option will restore Soft deleted threads.

- **Open Threads**

This option will open closed threads.

- **Close Threads**

This option will close open threads.

- **Approve Threads**

This option will approve moderated threads.

- **Unapprove Threads**

This option will unapprove threads, sending them back to moderation.

- **Stick Threads**

This option will stick threads.

- **Unstick Threads**

This option will unstick threads.

- **Move Threads**

This option will bring up the move threads interface.

- **Merge Threads**

This option will merge the selected threads into a new thread.

- **View Selected Threads**

This option will list the threads that have been selected for Inline Moderation. This is most useful when you've selected threads on multiple pages and need to recall them.

- **Deselect All Threads**

This option will clear the list of checked threads, resetting the value in the [Go] to 0. This is most useful when you've selected threads on multiple pages and wish to start over.

Note:

The number of chosen threads will be listed in parenthesis inside the [Go] button. If this number exceeds the number of threads that you have chosen, you may have clicked on other threads by mistake.

After successfully completing one of the above options, the value in the [Go] will be reset to 0. All selected threads will also now be unselected.

Note:

This interface is also available when searching for threads via search.php. One could search for all threads containing a common word or posted by the same user and then perform Inline Moderation upon them.

Inline Post Moderation

On the showthread.php pages, where posts are listed, each post will have a checkbox at the top right. Checking the checkbox will add the post to the list of posts to be moderated. The post color will also change to yellow to signify that the post has been chosen.

[Back to Top](#)

Above all the posts is a dropdown quick-selection box with various options to choose from, which apply only to that page. These options allow you to quickly choose multiple posts that match the selected criteria without having to manually click each post.



- **Select All**

Selecting 'Select All' will highlight all the posts on the current page, including soft-deleted and unapproved, posts with attachments and posts by guests.

- **Deselect All**

Selecting 'Deselect All' will reset all the highlighted posts on the current page, including soft-deleted and unapproved, posts with attachments and posts by guests.

- **Invert Selection**

Selecting 'Invert Selection' will highlight all the unselected posts, and reset all the highlighted posts on the current page, including soft-deleted and unapproved, posts with attachments and posts by guests.

- **Select Unapproved Posts**

Selecting 'Select Unapproved Posts' will highlight all the posts that are not visible to members (in moderator queue) on the current page, including unapproved posts that are soft-deleted.

- **Select Deleted Posts**

Selecting 'Select Deleted Posts' will highlight all the posts that are marked as soft-deleted on the current page, including deleted posts that are unapproved.

- **Select Posts with Attachments**

Selecting 'Select Posts with Attachments' will highlight all the posts that have attachments added to them on the current page, including posts with attachments that are soft-deleted and unapproved.

- **Select Posts from Guests**

Selecting 'Select Posts from Guests' will highlight all the posts that are made by guests (unregistered members) on the current page, including posts by guests with attachments, that are soft-deleted and unapproved.

If there are posts on other pages, that you would like to add to the list, you can go to those pages and add the posts as well. Your browser must have [Javascript](#) enabled for this to work. You are limited to working with just the posts on one page if Javascript is disabled.

Once posts have been chosen, the Moderation drop down at the bottom of the page is used to perform the desired action.

- Merge Posts**

This option will bring up the merge posts interface where you may combine multiple posts into one new post.

- Move Posts**

This option will bring up the move posts interface where you can either move posts to a new thread or merge them into an existing thread.

- Copy Posts**

This option will bring up the copy posts interface where you can either copy posts to a new thread or merge them into an existing thread.

- Delete Posts**

This option will bring up the delete posts interface that allows you to choose between Soft and Hard deletion (depending on permission level)

- Undelete Posts**

This option will restore soft deleted posts.

- Approve Posts**

This option will approve moderated posts.

- Unapprove Posts**

This option will unapprove posts, sending them back to moderation.

- Approve Attachments**

This option will approve moderated attachments.

- Unapprove Attachments**

This option will unapprove attachments, sending them back to moderation.

- View Selected Posts**

This option will display a list of the posts that have been selected for inline moderation. This is most useful when you've selected posts on multiple pages and need to recall them.

- Deselect All Posts**

This option will clear the list of checked posts, resetting the value in the [Go] to 0. This is most useful when you've selected posts on multiple pages and wish to start over.

Note:

The number of chosen threads will be listed in parenthesis inside the [Go] button. If this number exceeds the number of posts that you have chosen, you may have clicked on other posts by mistake.

After successfully completing one of the above options, the value in the [Go] will be reset to 0. All selected posts will also now be unselected.

Note:

This interface is also available when searching for posts via search.php. One could search for all post containing a common word or posted by the same user and then perform Inline Moderation upon them.

Prune Post Edit History

[Back to Top](#)

If you wish to prune the Post Edit History for one or more forums, go to Threads and Posts > Prune Post Edit History
You will be presented with the options for pruning this.

Prune Post Edit History Manager	
Pruning many post edit histories is a server intensive process because of the amount of data that must be removed. Use with care!	
Date Options	
Last post edit is at least X days old	<input type="text" value="0"/>
Last post edit is at most X days old	<input type="text" value="0"/>
- Note: leave this at 0 to specify no limit.	
Last post in thread is at least X days ago	<input type="text" value="0"/>
Last post in thread is at most X days ago	<input type="text" value="0"/>
- Note: leave this at 0 to specify no limit.	
Other Options	
Thread Title	<input type="text"/>
Forum	<input type="button" value="Select Forum"/>
Include Child Forums	<input checked="" type="radio"/> Yes <input type="radio"/> No
Prune Post Edit History <input type="button" value="Reset"/>	

Once you have completed the options and clicked [Prune Post Edit History] you will then be told the number of posts with edit histories which have been selected

2 Post With Edit History Matches Found	
Prune All Post Edit Histories	

Clicking [Prune All Post Edit Histories] will remove all post edit histories for all selected posts.

Warning:

You may not undo a prune. Make sure you want to do this!

Thread Prefixes

[Back to Top](#)

Thread prefixes are a structured way to specify how certain topics are discussed within a forum. You create prefix sets which contain many prefixes and can be tied to any number of forums.

When a user creates a thread, he or she will have the option of specifying a prefix to the thread title. This prefix can be used to filter threads within the forum or searched on.

For example, you may wish to use prefixes in a marketplace forum, where people post "Wanted" and "For Sale" entries. Alternatively, if you have multiple products and only one announcement forum, you could have prefix threads in that forum depending on the product they relate to.

Users will then see the selected prefix where ever the thread title is shown:

Threads in Forum : Example Forum		Forum Tools ▾	Search this Forum		
	Thread / Thread Starter	Rating	Last Post	Replies	Views
	Wanted Your Product Example User		Today 05:10am by Example User	0	1
	For Sale My Product Example User		Today 05:09am by Example User	0	1

The Thread Prefix Manager

[Back to Top](#)

The thread prefix manager is where you create new and edit prefixes or edit your existing prefix sets. Prefixes and prefix sets are shown in the order they will actually display in; you can quickly change this order by changing the numbers in the text boxes and clicking "Save Display Order".

Thread Prefixes		Help ?
Marketplace	10	[Add Prefix] [Edit] [Delete]
[For Sale]	10	[Edit] [Delete]
[Wanted]	20	[Edit] [Delete]
Example Set	100	[Add Prefix] [Edit] [Delete]
Example 1:	10	[Edit] [Delete]
Example 2:	20	[Edit] [Delete]
Example 3:	30	[Edit] [Delete]
Save Display Order		

Adding or Editing a Prefix Set

[Back to Top](#)

Before you can create any prefixes, you must create one or more prefix sets. Prefix sets are simply a way of tying together related prefixes. When you select which forums will allow prefixes, you will enable one or more prefix sets for the forum.

Adding Prefix Set		Help ?
Prefix Set ID A-Z, a-z, 0-9, and _ only	<input type="text"/>	?
Title	<input type="text"/>	?
Display Order	<input type="text" value="10"/>	?
Use Prefix Set in These Forums	<input type="checkbox"/> None -- RSS Feed Forum -- 0123 ---- VBULLETIN STAFF FORUM ---- Main Forum ----- visible? ----- Child of Visible... ----- brother of visible ----- Testing... ----- Mister Forum	
Save		Reset

- Prefix Set ID** - This is the unique identifier for this prefix set. Only one set can have this value and the value may only contain A-Z, a-z, 0-9, and _ (underscores) only.
- Title** - This is the title of this prefix set. You should not use any special HTML markup. It will be shown when administering thread prefixes or if a user must choose between prefixes in more than one set.
- Use Prefix Set in These Forums** - Prefix sets must be attached to forums before they can be used. Select the forum or forums this prefix set will be available in using this field. Once you do this, when a user creates a new thread in a selected forum, he or she will be able to select a prefix from this set.
- Display Order** - The sorting order for sets. Sets with lower values will be shown before sets with higher values. Note that the display order setting for individual prefixes only controls their order within the set.

Adding or Editing a Prefix

[Back to Top](#)

Once you have created a prefix set, you may add any number of prefixes to that set. If a thread has a prefix applied to it, the prefix will show anywhere the thread title shows. For that reason, you must define two versions of the prefix: a plain text version and a rich text version. See below for more information.

Adding Prefix		Help ?
Prefix ID A-Z, a-z, 0-9, and _ only	<input type="text"/>	?
Prefix Set	Example Set <input type="button" value="▼"/>	?
Title (Plain Text)	<input type="text"/>	?
Title (Rich Text)	<input type="text"/>	?
Display Order	<input type="text" value="10"/>	?
<input type="button" value="Save"/> <input type="button" value="Reset"/>		

- Prefix ID** - This is the unique identifier for this prefix. Only one prefix can have this value and the value may only contain A-Z, a-z, 0-9, and _ (underscores) only.
- Prefix Set** - The set this prefix is to be placed in. This prefix will only be selectable in forums that have this set enabled. If you change this set, threads that can no longer use this prefix will have it removed!
- Title (Plain Text)** - This is the title of the prefix, using no special markup. This will be shown in the prefix list menu, when the thread title is shown in the navigation bar, or when the thread title is used in an email.
- Title (Rich Text)** - This is also the title of the prefix, but you may use HTML to add additional markup to the title. This version of the prefix will be shown in a list of threads and within the thread itself.
- Display Order** - The sort order for this prefix. Lower values will be displayed first within the selected prefix set.

If the thread title is a link to view the thread, the prefix will generally not be linked. However, the prefix will be included in the link if the thread title is used in the navigation bar.

Prefixes will also be placed directly before a thread title, with only a space separating them. For this reason, you will probably want to include something to make the prefix stand out from the title. In the rich text value, this could be color, italics, or an image (**For Sale**). However, in the plain text version, you may need to include a colon or square brackets ("For Sale:" or "[For Sale]").

[Back to Top](#)

Moderation

The Moderation section is where you will find tools for you or your moderators to check on the various moderation queues that exist in vBulletin.

For example, if you have chosen to moderate all posts before they are viewable, the 'Moderate Posts' link will show you the Post Moderation List, where you can approve or reject posts that have been made by your members.

Moderate Threads / Posts

If you have enabled moderation of new threads or posts in one or more forums, go to Moderation > Moderate Threads or Moderation > Moderate Posts to view the threads and posts in the moderation queue. Each link leads to the same page but different spots on the page, so they will both be described in this section.

At the top of this page, you will see the moderate threads section.

Threads Awaiting Moderation				
		Validate	Delete	Ignore
Posted By	Example User			
Forum	Main Forum			
Title	<input type="text" value="Moderated Thread"/>			
Message	<div style="border: 1px solid #ccc; padding: 5px; height: 100px; vertical-align: top;"> This thread will be moderated. </div>			
Notes	<input type="text"/>			
Action	<input type="radio"/> Validate <input type="radio"/> Delete <input checked="" type="radio"/> Ignore			
Save Reset				

- **Posted By** – the user who posted the thread. This is not editable.
- **Forum** – the forum in which the thread was posted. This is not editable.
- **Title** – the title of the thread.
- **Message** – the body of the first post in the thread.
- **Notes** – any additional notes you wish to specify about the thread. These will be accessible on the *Edit Thread* page when viewing the thread.
- **Action** – what you wish to do with the thread. *Validate* will display the thread as normal, *Delete* will remove the thread from the database, and *Ignore* will leave the thread here.

Below this is the moderate posts section.

Posts Awaiting Moderation				
		Validate	Delete	Ignore
Posted By	Example User			
Thread	This is a new thread			
Forum	Main Forum			
Title	<input type="text"/>			
Message	<div style="border: 1px solid #ccc; padding: 5px; height: 100px; vertical-align: top;"> This is a moderated reply. </div>			
Action	<input type="radio"/> Validate <input type="radio"/> Delete <input checked="" type="radio"/> Ignore			
Save Reset				

The options in the section are similar to the moderate threads section. Specific changes include an additional **Thread** field, which tells you which thread this post came from, and the lack of the **Notes** field.

Moderate Attachments

[Back to Top](#)

If you have chosen to moderate attachments anywhere, you may view the attachment moderation queue at Moderation > Moderate Attachments. A screen such as this will be displayed:

Attachments Awaiting Moderation				
		Validate	Delete	Ignore
Attachment	vb3_logo.gif (11.3 KB)			
Thumbnail				
Posted By	Example User [View Post]			
Action	<input type="radio"/> Validate <input type="radio"/> Delete <input checked="" type="radio"/> Ignore			
Save Reset				

- **Attachment** – the file name and file size of the attachment. Click the file name to view the attachment.
- **Thumbnail** – if a thumbnail can be created for the attachment, it will be displayed here.
- **Posted By** – the name of the user who posted this attachment, and the post which it has been attached to.
- **Action** – like the *Moderate Threads / Posts* section, you may *Validate* (display), *Delete*, or *Ignore* (do nothing to) each attachment in the queue.

Moderate Events

[Back to Top](#)

In addition to moderating threads, posts, and attachments, you may also moderate new calendar events. To do this, go to Moderation > Moderate Events.

Events Awaiting Moderation	
	Validate Delete Ignore
Posted By	Example User
Calendar	Default Calendar
Subject	Moderated Event
Date	03-10-2004
Event	This is an example moderated event.
Action	<input type="radio"/> Validate <input type="radio"/> Delete <input checked="" type="radio"/> Ignore
Save Reset	

- **Posted By** – the user that posted this event. This is not editable.
- **Calendar** – the calendar this event was posted to. This is not editable.
- **Subject** – the title of the event.
- **Date** – the date(s) which the event is active for. This is not editable.
- **Event** – the body of the event.
- **Action** – like the other moderation sections, you may *Validate* (display), *Delete*, or *Ignore* (do nothing to) each event in the queue.

Moderate Visitor Messages

[Back to Top](#)

In addition to moderating threads, posts, and attachments, you may also moderate new visitor messages. To do this, go to Moderation > Moderate Visitor Messages.

- **Posted By** – the user that posted this message. This is not editable.
- **User Profile** – the profile that the message is posted on. This is not editable.
- **Message** – the body of the event.
- **Action** – like the other moderation sections, you may *Validate* (display), *Delete*, or *Ignore* (do nothing to) each event in the queue.

Attachments

[Back to Top](#)

vBulletin has the ability to allow your visitors to attach files to their messages, uploading the files to your server.

The Attachments Manager allows you to search for attached files, view statistics about all the attachments stored on your server, and configure the parameters for what file types you would like to allow to be posted.

An Introduction to Attachments

[Back to Top](#)

One of the more popular features of vBulletin is its attachment system. Some of the many features are:

- Allow multiple attachments per post
- Generate thumbnails for image attachments
- Allow multiple attachments to be uploaded at once
- Moderation of attachments
- Full control over allowed file types, file size, and image dimensions
- Users can manage attachments from their User CP
- Attachments can be searched and sorted via the AdminCP.
- Attachments can be stored in the database or the filesystem

General Attachment Settings

[Back to Top](#)

There are three sections in the Admin CP that are relevant to controlling how attachments function on your forum.

- Message Attachment Options in the vBulletin Options section
- Can Upload Attachments / Can Download Attachments permissions in the Forum Permissions
- Attachments Section
 - Attachment Manager
 - Attachment Permissions
 - Search
 - Moderate Attachments
 - Attachment Statistics
 - Attachment Storage Type

Message Attachment Options

[Back to Top](#)

Follows is a listing of the options, to view details on their usage, please view the descriptions for each or view the inline help.

- Limit Space Taken Up By Attachments (Total)
- Attachments Per Post
- Attachment Inputs
- Allow Deletion of Attachments Beyond Edit Time Limit
- Allow Duplicate Attached Images
- View Attached Images Inline
- Enable Thumbnails
- Thumbnail Size
- Thumbnails Per Row

Attachment Manager

[Back to Top](#)

As an administrator, you have the ability to specify what types of attachments you wish to allow, as well as the maximum filesize. In regards to images, you can specify the maximum dimensions for popular image formats.

Navigate to Attachments->Attachment Manager.

You will be presented with the current file types that your forum allows for message attachment.

Attachment Manager							Help ?
Extension	Maximum Filesize	Max Width	Max Height	Enabled	Thumb	New Win	Controls
bmp	4000000	1200	1024	Yes	Yes	Yes	<input type="button" value="Edit"/> <input type="button" value="Go"/>
doc	40000			Yes	No	No	<input type="button" value="Edit"/> <input type="button" value="Go"/>
gif	None	None	None	Yes	Yes	No	<input type="button" value="Edit"/> <input type="button" value="Go"/>
jpe	40000	1024	768	Yes	Yes	No	<input type="button" value="Edit"/> <input type="button" value="Go"/>
jpeg	None	None	None	Yes	Yes	No	<input type="button" value="Edit"/> <input type="button" value="Go"/>
jpg	None	400	300	Yes	Yes	No	<input type="button" value="Edit"/> <input type="button" value="Go"/>
pdf	None			Yes	Yes	No	<input type="button" value="Edit"/> <input type="button" value="Go"/>
png	None	None	None	Yes	Yes	No	<input type="button" value="Edit"/> <input type="button" value="Go"/>
psd	4000000	None	None	Yes	Yes	No	<input type="button" value="Edit"/> <input type="button" value="Go"/>
txt	40000			Yes	Yes	No	<input type="button" value="Edit"/> <input type="button" value="Go"/>
zip	None			Yes	No	No	<input type="button" value="Edit"/> <input type="button" value="Go"/>
<input type="button" value="Add New Extension"/>							

To add a new extension for message attachment, press the [Add New Extension] button.

To edit an existing extension, select the Edit option to the right of the extension.

To specify usergroup permissions for an extension, select the View Permissions option to the right of the extension.

Managing Extensions

[Back to Top](#)

Add New Extension

Extension ?

Max Filesize (in bytes) ?

There are several configuration options that limit the maximum size of uploaded files. Consult the Quick Start on the your main admin cp page for your current settings.

Maximum Width (in pixels, 800 for example) ?

This only applies to image files of the extensions: bmp, gif, jpe, jpg, jpeg, png, psd, tif and tiff.

Maximum Height (in pixels, 600 for example) ?

This only applies to image files of the extensions: bmp, gif, jpe, jpg, jpeg, png, psd, tif and tiff.

Mime Type
This controls what your browser does with the attachment. Leave blank if you don't know what to put here and the user will generally be prompted to download the attachment.

Display thumbnail for this type? Yes No ?

This only applies to image files of the extensions: bmp, gif, jpe, jpg, jpeg, png, psd, tif and tiff. The creation of a thumbnail for any image type is not guaranteed.

Open this attachment in a new browser window? Yes No ?

Enabled Yes No ?

Save **Reset**

Extension - This is the extension of the allowed file. An example would be "jpg" for JPEG image files. Specify the extension of the file **without** the period.

Max File size - This is the maximum file size you wish to allow attached files of this extension to be. Each attachment that is uploaded is going to consume space on your hosting account. You need to take your storage limits into consideration when deciding what size files to allow. There are also several MySQL and PHP settings that affect the maximum file size that you will be able to upload. Generally you will be able to upload files up to a megabyte. If you need larger files and find yourself not able to post them, you'll need to ask for support via our ticket system or on the support forums.

Maximum Width - The maximum width in pixels that an uploaded image can be. This setting only applies for some image types. By default we include all image types that support this option.

Maximum Height - The maximum height in pixels that an uploaded image can be. This setting only applies for some image types. By default we include all image types that support this option.

Mime Type - The mime type dictates how the browser is supposed to handle the files when the attachment is opened. General mime-type lists are available on the Internet but if you choose to leave this option blank, often your browser will simply prompt you to save the attachment.

Display thumbnail for this type - This option generates a thumbnail, a small image, of uploaded images. The thumbnail will be displayed instead of the fullsize image. The fullsize image can be viewed by clicking on the thumbnail. Thumbnails must also be enabled in vBulletin Options -> Message Attachment Options.

Open this attachment in a new browser window - This option will open the attachment in a new window. Some users prefer to have control over how attachments open.

Enabled - Controls whether or not this attachment type is allowed to be uploaded.

Press [Save] when you have finalized your new attachment file type.

Attachment Permissions

[Back to Top](#)

There are two usergroup permissions that pertain to attachments.

- Ability to Post Attachments
- Ability to View Attachments

Both of the permissions are controllable at the forum and usergroup level, meaning you can allow viewing of permissions by specific usergroups in specific forums and view versa.

Please view the Forum Permissions and Usergroups section of the admincp for usage.

Each extension also has usergroup level permissions that allow you to control which usergroups can upload which extensions.

Managing Attachment Permissions

[Back to Top](#)

Managing your attachment permissions is similar to editing global usergroup permissions, but allows more control. If you click Attachments > Attachment Permissions, you will see a screen similar to this:

The screenshot shows a section titled "Attachment Permissions". At the top left is a "Color Key" icon. Below it, under the heading "Standard", there is a list of usergroups: "Using default attachment permissions".

- Color Key
- Standard: Using default attachment permissions
- Customised: Using custom permissions for this usergroup

The screenshot shows a list of usergroups for the "bmp" extension. The list includes: "COPPA Users Awaiting Moderation", "Administrators", "Admins #2", "Banned", "Banned by Moderators", and "Blue".

- bmp ([Reset] [Deny All])
 - [Edit] (COPPA) Users Awaiting Moderation
 - [Edit] Administrators
 - [Edit] Admins #2
 - [Edit] Banned
 - [Edit] Banned by Moderators
 - [Edit] Blue

Here, you will see each attachment extension on your forum with a list of all usergroups under each extension. Notice the color key at the top. In this example, red indicates that a usergroup has a custom attachment permission specified for this forum. No attachment permission has been specified, so the group will be using the default attachment extension permissions.

Next to each extension, you will see 2 links:

- **Reset** – this will automatically delete any custom permissions that were set for this extension.
- **Deny All** – this will automatically deny every usergroup access to upload this extension. This is helpful if you want to deny access to an extension for most groups

To edit or add an attachment permission, simply find the appropriate extension and usergroup, and click *[Edit]*. This will lead you to this screen:

The screenshot shows the "Edit Attachment Permissions For Usergroup: Blue in Extension bmp" page. At the top, there are two radio buttons: "Use Default Permissions for this extension (Note: this will delete any previous custom permissions set)" (selected) and "Use Custom Permissions".

Below this is the "Custom Attachment Permissions" section. It contains fields for "Can use this extension" (radio buttons for Yes and No, with "Yes" selected), "Max Filesize (in bytes)" (text input field containing "4000000"), "Maximum Width (in pixels, 800 for example)" (text input field containing "1200"), and "Maximum Height (in pixels, 600 for example)" (text input field containing "1024"). Each of these fields has an "[AddHelp]" link to its right.

There are also notes explaining the settings: one about file size limits and another about image dimensions for specific file types.

At the bottom are "Save" and "Reset" buttons.

If you are unsure of what a specific option does, click the inline help icon for more information.

Note:

Make sure *Use Custom Permissions* is selected at the top of the page if you want your changes to be saved.

Attachment Storage Type

[Back to Top](#)

vBulletin allows you the choice of storing attachments in either your database or in your file system. You are able to change your storage method at any time by navigating to Attachments->Attachment Storage Type.

There are several factors you need to consider before choosing which method you wish to use. By default, vBulletin stores attachments in the database since every server that supports vBulletin will work with this method. Not every server will be able to store attachments in the file system.

Storing in Database:

- Pro
 - Backing up your database, also backs up your attachments

- Does not consume any of your file system storage limits (unless mysql storage counts)
- Con
 - Can increase server load on large forums

Storing in File system:

- Pro
 - Better performance for large forums
 - Easier to backup your database
- Con
 - Does not work if SAFE MODE is enabled on your server.
 - Need to backup attachments separately from database
 - Consumes space on your file system

Moving Attachments to the Filesystem

[Back to Top](#)

By default vBulletin stores attachments in the database for maximum compatibility. In order to store attachments in the file system, your server will need to have SAFE_MODE disabled. This is something that only your host can do.

You will be presented with the following screen if you have attachments in the database:

Storage Type: Attachments Help ?

Attachments are currently being stored in the database

Action Move Items from Database into File System

Go

To begin the process of moving attachments to the database, press [Go]

You will then be presented with the following:

Move Items from Database into File System Help ?

Attachments are currently being stored in the database

Attachment File ?

Path
This file path should
be readable AND
writeable by your
web server (usually
chmod 0777)

Go **Reset**

Note:

vBulletin tries to determine if you have SAFE_MODE enabled and may display an error message instead of the above screen. If this happens, you will need to contact your host about disabling SAFE_MODE for your site or choose to leave attachments in the database.

The attachment file path is the location on your server that you wish to store attachments in. We suggest you create a path that is above your web root, which means a directory that is not below public_html. If you wish to create the directory in your web root, we then suggest you place a .htaccess file to block people from accessing it directly. If you do not do this, then anyone will be able to open your attachments directly by navigating this directory in their browser.

This directory must be writable by PHP, which generally means it must either be owned by the same user that your web server is running under or set to permissions 0777 or Global Read/Write on Windows Systems. Please refer to your system documents to find out how to set these permissions.

Please use the full qualified path name to this directory.

Press [Go] when you have entered a valid directory. vBulletin will test the directory for proper permissions and inform you if the permissions are not set properly.

Edit Storage Type

We are ready to attempt to move your Attachments from the Database to the Filesystem.

It is possible that you might not have enough disk space in the supplied path or space in the database but we are unable to determine that ahead of time.

We will not finalize the move until the end of the process.

If the process aborts before the end, you will need to free up space before trying again.

Number of attachments to process per cycle

Go **Reset**

The above screen is the final step before the actual moving begins. After pressing [Go] on this page, the moving of files from the database will begin.

After you press [Go], the attachments will be copied from the database to the file system. At the end of the process

you will have attachments in both locations and will be presented with the following screen as confirmation that you wish to finalize the process by deleting all attachments from the database.

Confirm Attachment Removal

We have completed moving attachments to the filesystem. Presently, the attachments still remain in the database and are being read from there. If you are sure that the process completed without incident, go ahead and select yes below to remove the attachments from the database. This step can not be reversed and may take a few minutes depending on the size of your database. Please be patient.

Attachments in Database: 0
Total Attachments Processed: 0

The above two values should be the same!

Number of Attachments that were 0 bytes: 0
Number of Attachments that could not be created: 0

Finalize Yes No

Go **Reset**

Pay close attention to the **Attachments in Database** and **Total Attachments Processed** totals. If these totals do not match up then you could possibly lose attachments. If **Total Attachments processed** is 0 then something is configured wrong and blocking attachments from being written to the file system.

If you feel, all is well, select the <Yes> option to the right of Finalize and press [Go]. At the point all attachments will be removed from the database. The attachment table will then be optimized to recover file space. This step can take an exceedingly long time to complete so please be patient.

Moving Attachments to the Database

[Back to Top](#)

Moving attachments from the file system to the database follows the same process as moving from the database to the file system except for the first step.

If you have attachments stored in the file system, you will be presented with two options rather than the one listed above for moving to the file system.

Storage Type: Attachments Help ?

Attachments are currently being stored in the filesystem at **./customavatars**

Action Move Items from File System into Database
 Move Items to a Different Directory

Go

You can either **Move attachments back to the database** or **Move attachments to a new directory**.

If you are moving attachments back to the database, review the steps listed in the previous section as they are the same for the most part. The only difference is that at the end of the process, you will not be asked to confirm the move.

If you wish to move attachments to a new directory, choose the Move Items to a Different Directory option and press [Go]. You will be presented with a screen asking your for a pathname, displaying the current attachment directory. Enter your new directory and press [Ok].

Note:

This step **does not** create the new directory, nor does it actually move the attachments. It simply changes the directory that vBulletin looks for attachments in. You must create the directory, give it proper permissions (as detailed in the previous section), and then move the attachments manually.

Users

[Back to Top](#)

The User Manager contains all the tools required for managing individual users of your board.

Tools here include the ability to search for users based on information in their user profile, a form to manually add a new user, a system to send an email to selected users or generate a mailing list and set user-specific forum permissions amongst other functions.

You can track down trouble-making users by searching on the IP address that is logged when they make a post, then ban a mischievous user from the board. You can then search for other banned users to manage their ban periods or restore their access to the board.

Adding or Editing a User

[Back to Top](#)

To add a new user, go to Users > Add New User. You will be presented with a form like this:

Profile	
User Name	<input type="text"/>
Password	<input type="password"/>
Email	<input type="text"/>
Language	<input type="button" value="Use Forum Default"/>
User Title	<input type="text"/>
Custom User Title	<input type="button" value="No"/>
Home Page	<input type="text"/>
Birthday	Month <input type="button"/> Day <input type="button"/> Year <input type="text"/>
Signature	<input type="text"/>
Large Edit Box	
ICQ UIN	<input type="text"/>
AIM Screen Name	<input type="text"/>
Yahoo! ID	<input type="text"/>
MSN ID	<input type="text"/>
COPPA User	<input type="radio"/> Yes <input checked="" type="radio"/> No
Parent Email Address	<input type="text"/>
Post Count	<input type="text"/>
Referrer	<input type="text"/>
IP Address	<input type="text"/>

Image Options	
Avatar	<input type="button" value="Change Avatar"/>
Profile Picture	<input type="button" value="Change Profile Picture"/>

User Profile Fields	
Biography	<input type="text"/>
Location	<input type="text"/>
Interests	<input type="text"/>
Occupation	<input type="text"/>

Usergroup Options	
Primary Usergroup	<input type="button" value="Registered Users"/>
Additional Usergroups	<input type="checkbox"/> (COPPA) Users Awaiting Moderation <input type="checkbox"/> Administrators <input type="checkbox"/> Banned Users <input type="checkbox"/> Example Joinable Group <input type="checkbox"/> Moderators <input type="checkbox"/> Registered Users <input type="checkbox"/> Super Moderators <input type="checkbox"/> Unregistered / Not Logged In <input type="checkbox"/> Users Awaiting Email Confirmation

Reputation	
Display Reputation	<input checked="" type="radio"/> Yes <input type="radio"/> No
Reputation Level	<input type="text" value="10"/>
Current Reputation Power	<input type="text" value="0"/>

Browsing Options	
Receive Admin Emails	<input checked="" type="radio"/> Yes <input type="radio"/> No
Display Email	<input checked="" type="radio"/> Yes <input type="radio"/> No
Invisible Mode	<input type="radio"/> Yes <input checked="" type="radio"/> No
Allow vCard Download	<input type="radio"/> Yes <input checked="" type="radio"/> No
Receive Private Messages	<input checked="" type="radio"/> Yes <input type="radio"/> No
Send Notification Email When a Private Message is Received	<input type="radio"/> Yes <input checked="" type="radio"/> No
Pop up a Notification Box When a Private Message is Received	<input type="radio"/> Yes <input checked="" type="radio"/> No
Display Signatures	<input checked="" type="radio"/> Yes <input type="radio"/> No
Display Avatars	<input checked="" type="radio"/> Yes <input type="radio"/> No
Display Images	<input checked="" type="radio"/> Yes <input type="radio"/> No
Automatic Thread Subscription Mode	<input checked="" type="radio"/> Do not subscribe <input type="radio"/> Subscribe with no notification <input type="radio"/> Instant email notification <input type="radio"/> Instant ICQ notification <input type="radio"/> Daily email notification <input type="radio"/> Weekly email notification
Thread Display Mode	<input checked="" type="radio"/> Linear - Oldest First <input type="radio"/> Linear - Newest First <input type="radio"/> Hybrid <input type="radio"/> Threaded
Message Editor Interface	<input type="radio"/> Do Not Show Editor Toolbar <input checked="" type="radio"/> Show Standard Editor Toolbar <input type="radio"/> Show Enhanced (WYSIWYG) Editor Toolbar
Style	<input type="button" value="Use Forum Default"/>

Time Options											
Timezone	<input type="button" value="(GMT) Western Europe Time, London, Lisbon, Casablanca"/>										
Automatically detect DST settings	<input checked="" type="radio"/> Yes <input type="radio"/> No										
Is DST currently in effect	<input type="radio"/> Yes <input checked="" type="radio"/> No										
Default View Age (Default date cut-off for thread display)	<input type="button" value="Show all threads"/>										
Join Date	<table border="1"> <tr> <td>Month</td> <td>Day</td> <td>Year</td> </tr> <tr> <td>March</td> <td>1</td> <td>2004</td> </tr> </table>	Month	Day	Year	March	1	2004				
Month	Day	Year									
March	1	2004									
Last Visit	<table border="1"> <tr> <td>Month</td> <td>Day</td> <td>Year</td> <td>Hour</td> <td>Minute</td> </tr> <tr> <td>March</td> <td>1</td> <td>2004</td> <td>5</td> <td>09</td> </tr> </table>	Month	Day	Year	Hour	Minute	March	1	2004	5	09
Month	Day	Year	Hour	Minute							
March	1	2004	5	09							
Last Activity	<table border="1"> <tr> <td>Month</td> <td>Day</td> <td>Year</td> <td>Hour</td> <td>Minute</td> </tr> <tr> <td>March</td> <td>1</td> <td>2004</td> <td>5</td> <td>09</td> </tr> </table>	Month	Day	Year	Hour	Minute	March	1	2004	5	09
Month	Day	Year	Hour	Minute							
March	1	2004	5	09							
Last Post	<table border="1"> <tr> <td>Month</td> <td>Day</td> <td>Year</td> <td>Hour</td> <td>Minute</td> </tr> <tr> <td>---</td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Month	Day	Year	Hour	Minute	---				
Month	Day	Year	Hour	Minute							

Profile

- **User Name** – the name that will identify the user.
- **Password** – the password this user will use to login.
Note:
If you are editing a user, you will not be able to see this user's password. Leave this field blank to keep the password as is.
- **Email** – the email address of the user.
- **Language** – the language the user will see the board in.
- **User Title** – the title that will be displayed under this user's name in posts. If you wish to set a custom title here, be sure to change the *Custom User Title* option below as well.
- **Custom User Title** – the settings in effect for the *User Title* option. If this is set to no, the user will receive the default title for his or her usergroup; otherwise this user will receive the title specified above.
- **Home Page** – the user's home page. This will be linked to from his or her profile and posts.
- **Birthday** – the user's birthday. You may specify only the month and day.

- **Signature** – the user's signature. HTML, vB code, and smilies are parsed according to your settings on the *vBulletin Options* page.
- **ICQ UIN** – the user's ICQ number, if he or she has one.
- **AIM Screen Name** – the user's AIM screen name, if he or she has one.
- **Yahoo! ID** – the user's Yahoo! handle.
- **MSN ID** – the user's MSN handle.
- **COPPA User** – determines whether the user is a COPPA user. If the user is under 13 and you are using the COPPA system, this should be set to yes.
- **Parent Email Address** – if the user is a COPPA user, then this address will receive an email every time this user changes his or her profile.
- **Post Count** – the user's post count.
- **Referrer** – user name that referred this user.
- **IP Address** – this user's IP address at registration.

Image Options

- **Avatar** – allows you to edit or remove this user's avatar.
- **Profile Picture** – allows you to edit or remove this user's profile picture.

Warning:

Choosing one of these options will automatically submit any changes.

User Profile Fields

Allows you to set the values for any custom profile fields.

Usergroup Options

- **Primary Usergroup** – the user's primary usergroup. See the *Usergroup and Permissions* section for more information.
- **Additional Usergroups** – the user's secondary usergroups. See the *Usergroups and Permissions* section for more information.

Reputation

- **Display Reputation** – determines whether or not to display the user's reputation score with his or her posts.
- **Reputation Level** – the user's actual reputation score. Higher is better.
- **Current Reputation Power** – the user's calculated reputation power. You may not change this directly.

Browsing Options

- **Receive Admin Emails** – determines whether the user receives emails sent by the administrator through the control panel.
- **Display Email** – controls whether the user's email button is displayed, allowing members to send email to him or her.
- **Invisible Mode** – determines whether the user is invisible. This prevents the user's current activity status from being displayed to everyone.
- **Receive Private Messages** – determines whether the user has enabled private messaging.
- **Send Notification Email When a Private Message is Received** – controls whether the user receives an email when he or she receives a private message.
- **Pop up a Notification Box When a Private Message is Received** – manages whether the user receives a popup window when he or she has received a private message.
- **Display Signatures** – controls whether the user sees signatures after posts.
- **Display Avatars** – determines whether the user sees avatars.
- **Display Images** – controls whether the user sees attachments and IMG tags inline.
- **Automatic Thread Subscription Mode** – controls the user's default thread subscription mode. This can vary from no subscription to instant emails to weekly digests.
- **Thread Display Mode** – determines how the user views threads by default. The user may select linear, along with post ordering; hybrid; or threaded.
- **Message Editor Interface** – determines the type of editor that the user sees. Choices include no toolbar; the standard editor toolbar, which has buttons to include vB code; and the WYSIWYG editor, which will show users what their post will actually look like (e.g., red text will actually be red in the editor).
- **Style** – the default style that this user uses to browse the forums.

Time Options

- **Timezone** – the time zone that all times will be displayed for this user.
- **Automatically detect DST settings** – determines whether automatic daylight savings time (DST) detection is used.
- **Is DST current in effect** – sets whether DST is currently in effect, essentially changing the user's time zone by one hour.
- **Default View Age** – default cutoff date for threads on the forum display page.
- **Join Date** – the day the user registered.
- **Last Visit** – the time of the user's last visit. This is the time used to determine what posts are new.
- **Last Activity** – the time the user was last active. This is the time the user last loaded a page.
- **Last Post** – the time of the user's latest post.

Quick User Links

[Back to Top](#)

If you are editing a user, you will be presented with a *Quick User Links* section:

User: Administrator (id: 1) Help ?

Quick User Links Edit Forum Permissions (Access Masks)

This allows you to:

- **Edit Forum Permissions (Access Masks)** – allows you to edit this user's access masks. See below for more information.
- **View Forum Permissions** – shows what permissions this user has in each forum.
- **Send Email to User** – allows you to email this user directly using your default email program.
- **Email Password Reminder to User** – sends a password change request to this user.
- **Send Private Message to User** – brings up the form to send a private message to this user (if it is enabled).
- **Private Message Statistics** – displays the number of private messages this user has in each folder.
- **Delete All User's Private Messages** – deletes all of this user's received private messages.
- **Delete Private Messages Sent by User** – deletes all private messages this user has sent.
- **Delete Subscriptions** – deletes all of this user's thread subscriptions.
- **View IP Addresses** – displays all IP addresses that are logged for this user. Aside from the IP logged at registration, IPs are only logged during posting.
- **View Profile** – displays this user's public profile on the board front end.
- **Find Posts by User** – searches for posts made by this user.
- **Ban User** – allows you to ban this user from accessing the board for various time frames.
- **Delete User** – allows you to remove this user from the database.
- **Edit Administrator Permissions** – allows you to edit the sections of the admin control panel that this user has access to. This will only be displayed if this user is an administrator.

Editing Access Masks

[Back to Top](#)

Note:

General information on access masks is available [here](#).

To edit a user's access masks, go to Users > Search for Users > enter criteria that will find this user. From the search results page, select [Edit Access Masks] from the user's profile page, select [Edit Forum Permissions (Access Masks)]. A page similar to this will be displayed:

Edit Access Masks: Administrator Help ?

Here you may edit forum access on a user-by-user basis.

Selecting "Yes" will allow the user access to the forum. Selecting "No" will deny the user access to the forum. Any changes made to one user's account will override the default permission settings in their usergroup.

Selecting "Default" will revert the user to the default permissions settings for their usergroup.

(Please note that the permission inheritance system still works here.)

(Ensure that you have access masks enabled before attempting to use these!)

Forum	Allow Access to Forum
	<input type="radio"/> All Yes <input type="radio"/> All No <input type="radio"/> All Default
Main Category	<input checked="" type="radio"/> Yes <input type="radio"/> No <input type="radio"/> Default
- - Main Forum	<input type="radio"/> Yes <input type="radio"/> No <input checked="" type="radio"/> Default
<input type="button" value="Save"/> <input type="button" value="Reset"/>	

Each forum will be listed on this page. There are three possible access masks for each forum:

- **Yes** – this user will be granted access to the forum user his or her global usergroup permissions, regardless of any forum-level usergroup permissions.
- **No** – this user will be denied any access to this forum regardless of forum-level usergroup permissions.
- **Default** – no special access mask specified; user will receive access to the forum as per forum-level or global usergroup permissions.

Note:

Inheritance of permissions still works here. Therefore, if you specify yes in a parent forum, that will carry over to any child forums.

Warning:

These settings will have no effect unless you have enabled access masks in the *vBulletin Options* section.

User Change History

[Back to Top](#)

The user change history allows you to see the previous values of several pieces of user data. These include:

- User names
- Emails
- User group membership

To access the user change history, go to the standard "User Edit" page and click the View Change History link:

Profile [\[View change history\]](#) Help ?

User Name

You will then be taken to a page that looks like this:

<u>View change history test2</u>		
Oct 1st 2007; Ed Sullivan Old Value	New Value	
Primary Usergroup	Registered Users	Banned
Oct 1st 2007; Ed Sullivan Old Value	New Value	
User Name	test	test2
Email	example@example.com	example2@example2.com
Oct 1st 2007; Ed Sullivan Old Value	New Value	
Email	example@example.com	

This shows what data has been changed, by whom, and when.

Search for Users

[Back to Top](#)

To search for users with advanced criteria, go to Users > Search for Users. You will be presented with a screen containing two options, quick search and advanced search.

Quick Search

[Back to Top](#)

Quick Search	Help ?
<ul style="list-style-type: none"> Show All Users List Top Posters List Visitors in the Last 24 Hours List New Registrations List Users Awaiting Moderation Show All COPPA Users 	

Quick search provides you with several commonly-used, canned searches. These options include:

- Show All Users** – lists all users in alphabetical order.
- List Top Posters** – lists all users, ordered by post count (descending).
- List Visitors in the Last 24 Hours** – only lists users who have visited the board in the last 24 hours.
- List New Registrations** – lists all users with newest registrations first.
- List Users Awaiting Moderation** – shows all users who are in the moderation queue. This will generally be empty unless you have enabled user moderation.
- Show All COPPA Users** – displays all users waiting to be approved because of COPPA.

Advanced Search

[Back to Top](#)

Advanced Search	Help ?		
If you leave a field blank it will be ignored			
User Name	<input type="text"/> <input checked="" type="checkbox"/> Exact Match ?		
Primary Usergroup	<input type="button" value="-- All Usergroups --"/> ?		
Additional Usergroups	<input type="checkbox"/> (COPPA) Users Awaiting Moderation <input type="checkbox"/> Administrators <input type="checkbox"/> Banned Users <input type="checkbox"/> Example Joinable Group <input type="checkbox"/> Moderators	<input type="checkbox"/> Registered Users <input type="checkbox"/> Super Moderators <input type="checkbox"/> Unregistered / Not Logged In <input type="checkbox"/> Users Awaiting Email Confirmation	?
	<input type="button" value="Find"/>		
Email	<input type="text"/> ?		
Parent Email Address	<input type="text"/> ?		
COPPA User	<input type="radio"/> Yes <input type="radio"/> No <input checked="" type="radio"/> Either ?		
Home Page	<input type="text"/> ?		
ICQ UIN	<input type="text"/> ?		
AIM Screen Name	<input type="text"/> ?		
Yahoo! ID	<input type="text"/> ?		
MSN ID	<input type="text"/> ?		
Signature	<input type="text"/> ?		
User Title	<input type="text"/> ?		
Join Date is After (yyyy-mm-dd)	<input type="text"/> ?		
Join Date is Before (yyyy-mm-dd)	<input type="text"/> ?		
Last Visit is After (yyyy-mm-dd hh:mm:ss)	<input type="text"/> ?		
Last Visit is Before (yyyy-mm-dd hh:mm:ss)	<input type="text"/> ?		
Last Post is After (yyyy-mm-dd hh:mm:ss)	<input type="text"/> ?		

Last Post is Before (yyyy-mm-dd hh:mm:ss)	<input type="text"/>	?
Birthday is After (mm-dd-yyyy)	<input type="text"/>	?
Birthday is Before (mm-dd-yyyy)	<input type="text"/>	?
Posts are greater than	<input type="text"/>	?
Posts are less than	<input type="text"/>	?
Reputation is greater than	<input type="text"/>	?
Reputation is less than	<input type="text"/>	?
Registration IP Address	<input type="text"/>	?
		<input type="button" value="Find"/>
User Profile Fields Help ?		
Biography	<input type="text"/>	
Location	<input type="text"/>	
Interests	<input type="text"/>	
Occupation	<input type="text"/>	
		<input type="button" value="Find"/>

Display Options		Help ?
Display User Name	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Display Options	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Display Usergroup	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display Email	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Display Parent Email Address	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display COPPA User	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display Home Page	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display ICQ UIN	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display AIM Screen Name	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display Yahoo! ID	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display MSN ID	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display Signature	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display User Title	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display Join Date	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Display Last Visit	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Display Last Post	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display Post Count	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Display Reputation	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display IP Address	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display Birthday	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
		<input type="button" value="Find"/>
User Profile Field Options Help ?		
Display Biography	<input type="radio"/> Yes <input checked="" type="radio"/> No	
Display Location	<input type="radio"/> Yes <input checked="" type="radio"/> No	
Display Interests	<input type="radio"/> Yes <input checked="" type="radio"/> No	
Display Occupation	<input type="radio"/> Yes <input checked="" type="radio"/> No	
		<input type="button" value="Find"/>

Sorting Options		Help ?
Order By	<input type="button" value="User Name"/> <input type="button" value="Ascending"/>	?
Starting at Result	<input type="text" value="1"/>	?
Max Results	<input type="text" value="300"/>	?
		<input type="button" value="Find"/> <input type="button" value="Exact Match"/> <input type="button" value="Reset"/>

Advanced search allows you to search for users using almost any profile field as search criteria. If you do not enter a value for a field, it will be ignored.

Additionally, you may choose to display most fields inline on the search results page.

Search Results

[Back to Top](#)

The search results page will display the users who match your search criteria. The columns that are displayed depend on what you chose on the advanced search screen. By default, user name, email, join date, last visit, and post count are displayed. In addition, the *Options* column contains links to manage a user. These links include:

- **View / Edit User** – displays this user's information. See the *Adding or Editing a User* section for more information.
- **Send Password to User** – redirects you to the lost password form, allowing you to send a new password to this user.
- **Edit Access Masks** – allows you to edit this user's access masks. See the *Editing Access Masks* section above for more information.
- **Delete User** – removes this user from the database. You will be asked what you want to do with his or her posts.

Merge Users

[Back to Top](#)

If you wish to merge two users' accounts into one, perhaps because one user registered twice, go to Users > Merge Users.

Merge Users

Merge allows you to join two user accounts into one single account. The source account will be combined into the destination account.

Posts, threads, calendar events, private messages, post count, reputation, buddylist and ignorelist will be combined.

The combined user will still have the same permissions that the destination user had to begin with. Any access masks or moderator ability that the source user had will not be transferred.

This process can not be reversed.

Source Username

Destination Username

Continue **Reset**

Simply specify the source and destination users. Posts, threads, calendar events, and private messages of the source user will be changed to appear to have come from the destination user. The source user's post count, reputation, buddies, and ignored users will be added to the destination user.

Permissions will not be changed and moderator status will not be transferred; these must be respecified.

Ban User

[Back to Top](#)

To prevent a user from viewing any page of your board, go to Users > Ban User.

Ban User

User Name

Move User to Usergroup

Lift Ban After...

Select the length of the ban here.
The ban will be lifted at the time specified

Ban User **Reset**

To ban a user, specify:

- **User Name** – the name of the user to ban.
 - **Move User to Usergroup** – the usergroup to move this user to. This usergroup should have reduced permissions, if any at all.
- Note:
Only usergroups that are specified as banned groups will be displayed here.
- **Life Ban After...** – the ban's length. This ranges from 1 day to 2 years to permanent.

View Banned Users

[Back to Top](#)

The View Banned Users panel, accessible via Users > View Banned Users, allows you to view and modify the status of all currently banned users on your site.

<<<screenshot of the View Banned Users panel>>>

There are two tables in the View Banned User panel: **Temporary Ban** and **Permanent Ban**. Both tables have the following columns:

- **User Name**
The username of the user who has been banned. Clicking the username will open the **Edit User** form for that user. For more information on this form, see the [Adding or Editing a User](#) article.
- **Banned By**
The username of the user who banned the specified user. Clicking the username will open the **Edit User** form for this user. For more information on this form, see the [Adding or Editing a User](#) article.

- **Banned On**
The date the specified user was banned.
- **Ban Period**
The length of the ban, in days. In the **Permanent Ban** table, this column displays “Permanent”.
- **Ban Will Be Lifted On**
The date and time the ban will be lifted. In the **Permanent Ban** table, this column displays “Never”.
- **Ban Time Remaining**
The amount of time the specified user has left on their ban, in days and hours. In the **Permanent Ban** table, this column displays “Forever”.
- **Lift Ban**
Use this option to lift the ban on the specified user before the end of the ban period. Clicking the [Lift Ban] link opens a new page asking if you are sure you want to lift the ban for the specified user. Clicking the [Yes] button will remove the user from the banned usergroup and place them back into the usergroup they were a member of before their banning. They will also be removed from the **View Banned Users** panel. Clicking the [No] button will cancel the action and return you to the **View Banned Users** panel.
- **Ban Reason**
This column displays the text entered into the “Reason to show the user” field on the **Ban User** form. Clicking this link will open a new page with the following fields:

<<<Screenshot of the new form!>>>

- **User Name**
The username of the specified banned user.
 - **Reason to show the user**
This message will be shown to the user every time they visit the site while the ban is in effect.
- Click the [Ban User] button to save the changes and return to the **View Banned Users** panel or click the [Reset] button to clear any changes you've made.

Below each table is a [Ban User] button. Click this button to go to the **[Ban User]** form to ban a new user. For more information about this form, see the [Ban Users](#) article.

Prune / Move Users

[Back to Top](#)

If you wish to delete multiple users or move a number of users to a different usergroup, [Users > Prune / Move Users](#) allows you to do this.

You may search for users based on the following criteria:

- **Usergroup** – the usergroup matching users must belong to.
- **Has not logged on for x days** – the number of days since the user has visited the board. Set this to 0 to ignore.
- **Join Date is Before** – the user must have joined before the date you specify here.
- **Posts is less than** – the user must have less than this number of posts (based on post count stored with the user).
- **Order By** – field to order matching users by.

Once you submit the search page, you will see a results page like this:

Showing Users 1 to 1 of 1						
Userid	User Name	Email	Post Count	Last Visit	Join Date	<input checked="" type="checkbox"/>
2	Example User	example@example.com	0	02-25-2004	02-25-2004	<input checked="" type="checkbox"/>
Banned Users						
Action: <input type="radio"/> Delete <input type="radio"/> Move <input type="button" value="Registered Users"/>						
<input type="button" value="Go"/> <input type="button" value="Check All"/>						

Each user that matched your search criteria will be shown here. On the right, you will see a check box; this allows you to select whether or not this user will be moved or deleted. At the end of the form, you may select whether you want to move the selected users to a different usergroup or delete them.

Note:

If you choose to move the selected users, only their primary usergroup will be changed. Secondary usergroups will remain the same.

Private Message Statistics

[Back to Top](#)

Private message statistics allows you to view what users have the most private messages stored. You will not be able to view the actual messages though. To view these statistics, go to [Users > Private Message Statistics](#). A screen such

as this will be displayed:

Private Message Statistics		
Number of Messages	Number of Users	Controls
3	1	[List Users with 3 Messages]
1	1	[List Users with 1 Messages]

This is the summary screen. It groups users by the number of private messages they have stored. To see details about a specific group, click the link on the right. That will take you to a detailed screen, showing you every user with that amount of private messages:

Users with 3 Private Messages Stored		
User Name	Last Visit	Options
Administrator	02-29-2004, 09:27 PM	View Private Message Statistics <input type="button" value="Go"/>

Options for each user include:

- **View Private Message Statistics** – displays detailed specifics for this user, listing how many messages he or she has in each folder.
- **Edit User** – takes you to the user's profile screen, where you can edit the user's information.
- **Send Email to User** – allows you to email the user using your default email client.
- **Send Private Message to User** – takes you to the private message compose screen, allowing you to compose a private message to this user.
- **Delete All User's Private Messages** – allows you to delete all of this user's private messages.

Referrals

[Back to Top](#)

If you have enabled the referral system, you can see what users have the most referrals over a specific time frame. To access this page, go to Users > Referrals.

Referrals					
Please input the dates that you would like the report run for or leave them blank for a report covering everything.					
Start Date	Month	Day	Year	Hour	Minute
	<input type="button" value="January"/>	<input type="text" value="30"/>	<input type="text" value="2004"/>	<input type="text" value="6"/>	<input type="text" value="02"/>
End Date	Month	Day	Year	Hour	Minute
	<input type="button" value="March"/>	<input type="text" value="1"/>	<input type="text" value="2004"/>	<input type="text" value="6"/>	<input type="text" value="02"/>
<input type="button" value="Find"/> <input type="button" value="Reset"/>					

This form allows you to specify the time frame to search over. Results will look like this:

Referrals - 01-30-2004 06:02 AM to 03-01-2004 06:02 AM				
User Name	Total			
Administrator	1			

Users with referrals over this time frame will be displayed here. Users with the most referrals will be displayed first. To see detailed information about a user's referrals, click his or her username:

Referrals for Administrator - 01-30-2004 06:02 AM to 03-01-2004 06:02 AM				
User Name	Post Count	Email	Join Date	Last Visit
Example User	0	example@example.com	02-25-2004, 12:00 PM	02-25-2004, 12:57 AM

Search IP Addresses

[Back to Top](#)

To search for the users who have had a specific IP address or to list what IP addresses a user has had, go to Users > Search IP Addresses.

Search IP Addresses		
Find Users by IP Address You may enter a partial IP Address	<input type="text"/>	
Find IP Addresses for user Enter Username	<input type="text"/>	
Depth to Search	<input type="button" value="1"/>	
<input type="button" value="Find"/> <input type="button" value="Reset"/>		

This form presents three options:

- **Find Users by IP Address** – if you have an IP and wish to see what users have posted with that IP, enter the address here. You may enter part of an IP. For example, if you wish to see what users have had 192.168.1.0 to 192.168.1.255, then enter 192.168.1. (Note the period after the final 1.)
- **Find IP Addresses for User** – if you wish to see what IPs a user has posted with, enter his or her username here.
- **Depth to Search** – if this option is set to 2, the opposite search will automatically be run on any results. For example, if you search for users by IP address, all IP addresses of each matching user will be displayed; if you

search for IP addresses for a user, all other users that have used each IP address will be displayed.

Send Email to Users

[Back to Top](#)

To send mass emails to your users, go to Users > Send Email to Users. You will be presented with a page that looks like this:

Test Email Only?
(Will not send any email out)

Email to send at once: 500

From webmaster@example.com

Subject

Message:
In the message, you may use \$userid, \$username, \$email, \$activateid, and \$activatelink.
\$activateid will be the activation number the user must use to activate his/her account. \$activatelink will be the URL that a user needs to visit to be activated.
Note: These will only be defined to users in the "Users Awaiting Email Confirmation" group.

Note: you can not send passwords using this form as they are encrypted in the database. Please link to the 'lost password' form instead.

Large Edit Box

The options are:

- **Test Email Only?** – allows you to simply test the email, ensuring that you have selected the correct users.
- **Email to send at once** – the number of emails to send out per page. If this is set too high, you may receive page timeouts and the emails may not be sent properly.
- **From** – the address which the emails will be sent from.
- **Subject** – the subject line of the email.
- **Message** – the body of the email. You may use the following variables that will be replaced with the appropriate values when the email is sent:
\$userid – the user's ID number.
\$username – the user's name.
\$email – the user's email address.

The following will only be defined if the user is in the *Users Awaiting Email Confirmation* usergroup:

\$activateid – the ID number the user will use to active his or her account.

\$activatelink – the full URL that the user can use to active his or her account automatically.

Note:

It is impossible to send a user his or her password. They are encrypted before being stored.

Below this you will see a list of search criteria. The section behaves similarly to the form on the *Search for Users* page:

Search Criteria		
User Name	<input type="text"/>	<input checked="" type="checkbox"/> Exact Match
All Usergroups	<input type="checkbox"/> All Usergroups	
Primary Usergroup	<input checked="" type="checkbox"/> (COPPA) Users Awaiting Moderation <input checked="" type="checkbox"/> Administrators <input type="checkbox"/> Banned Users <input checked="" type="checkbox"/> Example Joinable Group <input checked="" type="checkbox"/> Moderators	
	<input checked="" type="checkbox"/> Registered Users <input checked="" type="checkbox"/> Super Moderators <input checked="" type="checkbox"/> Unregistered / Not Logged In <input checked="" type="checkbox"/> Users Awaiting Email Confirmation	
Include users that have declined admin emails?	<input type="radio"/> Yes <input checked="" type="radio"/> No	
<input type="button" value="Submit"/>		
Email	<input type="text"/>	
Parent Email Address	<input type="text"/>	
COPPA User	<input type="radio"/> Yes <input type="radio"/> No <input checked="" type="radio"/> Either	
Home Page	<input type="text"/>	
ICQ UIN	<input type="text"/>	
AIM Screen Name	<input type="text"/>	
Yahoo! ID	<input type="text"/>	
MSN ID	<input type="text"/>	
Signature	<input type="text"/>	
User Title	<input type="text"/>	
Join Date is After (yyyy-mm-dd)	<input type="text"/>	
Join Date is Before (yyyy-mm-dd)	<input type="text"/>	
Last Visit is After (yyyy-mm-dd hh:mm:ss)	<input type="text"/>	
Last Visit is Before	<input type="text"/>	
Last Post is After (yyyy-mm-dd hh:mm:ss)	<input type="text"/>	
Last Post is Before (yyyy-mm-dd hh:mm:ss)	<input type="text"/>	
Birthday is After (mm-dd-yyyy)	<input type="text"/>	
Birthday is Before (mm-dd-yyyy)	<input type="text"/>	
Posts are greater than	<input type="text"/>	
Posts are less than	<input type="text"/>	
Reputation is greater than	<input type="text"/>	
Reputation is less than	<input type="text"/>	
Registration IP Address	<input type="text"/>	
<input type="button" value="Submit"/>		
User Profile Fields		
Biography	<input type="text"/>	
Location	<input type="text"/>	
Interests	<input type="text"/>	
Occupation	<input type="text"/>	
<input type="button" value="Submit"/>		

Generate Mailing List

[Back to Top](#)

If you simply wish to gather a list of email address based on search criteria, but don't wish to send out emails now, go to Users > Generate Mailing List. At the top of this section, you will see this:

Generate Mailing List		Help 
Text to separate addresses by: This is a space by default, but you may wish to produce, CSV (in this case use a comma) or quoted CSV (use: " " in this case, including the quotes), so both of these are possible.		
<input type="text"/>		
<input type="button" value="Large Edit Box"/>		

The only option available here is the **Text to separate addresses by** option. The text that you specify here will be used to separate each email address. For example, if you use ',', the mailing list will look like this:

example1@example.com, example2@example.com

Below this is the standard search criteria form. This is the same form as is used on the *Send Email to Users* page.

Access Masks

[Back to Top](#)

Note:

General information on access masks is available [here](#).

This section allows you to edit or remove existing access masks more quickly. It is accessible through *Users > Access Masks*.

Additional Functions		Help ?
Delete All Access Masks Access Masks Quick Editor		

At the top, you will see this *Additional Functions* table; these options are detailed in the following section.

Below this is a forum-by-forum view of your existing access masks.

Access Masks		Help ?
<ul style="list-style-type: none"> • Color Key • Access Granted • Access Denied 		

<ul style="list-style-type: none"> ▪ Main Category ([Reset]) <ul style="list-style-type: none"> • 1 Access Mask(s) set [Display All Users] • Access Granted: 1 User(s) [Display Users] ▪ Main Forum ([Reset]) <ul style="list-style-type: none"> • 1 Access Mask(s) set [Display All Users] • Access Denied: 1 User(s) [Display Users]
--

For each forum with access masks you will have the following options:

- **Reset** – this automatically deletes all access masks for the specified forum.
- **Display All Users / Display Users** – these options display a page that lists all users that have an access mask or only the users that have a specific access mask setting in that forum, allowing you to quickly edit or delete these access masks:

User Forum Access for Main Category	
Here you may edit forum access on a user-by-user basis.	
<p>Selecting "Yes" will allow the user access to the forum. Selecting "No" will deny the user access to the forum. Any changes made to one user's account will override the default permission settings in their usergroup.</p> <p>Selecting "Default" will revert the user to the default permissions settings for their usergroup.</p> <p>(Please note that the permission inheritance system still works here.)</p> <p>(Ensure that you have access masks enabled before attempting to use these!)</p>	
Users	
Administrator	<input checked="" type="radio"/> Yes <input type="radio"/> No <input type="radio"/> Default
<input type="button" value="Save"/> <input type="button" value="Reset"/>	

Additional Functions

[Back to Top](#)

Two additional functions are provided to manage access masks:

- **Delete All Access Masks** – this automatically deletes every access mask. This will cause all users' forum access to be based off of their forum- and global-level usergroup permissions.
- **Access Masks Quick Editor** – this provides a way to quickly edit all access masks. It will display the username, forum, and setting for each access mask specified. You can then edit or remove these access masks.

Access Masks Quick Editor		Help ?		
User Name	Forum	All Yes	All No	All Default
Administrator	Main Category	<input checked="" type="radio"/> Yes	<input type="radio"/> No	<input type="radio"/> Default
Administrator	Main Forum	<input type="radio"/> Yes	<input checked="" type="radio"/> No	<input type="radio"/> Default
		<input type="button" value="Update"/>	<input type="button" value="Reset"/>	

Usergroups and Permissions

[Back to Top](#)

vBulletin organizes permissions for various functions with a usergroup system. By default there are seven usergroups including Administrators, Super Moderators, Moderators, Registered Users and Guests.

You can use the Usergroup Manager to edit the various permissions for each group, or even add new usergroups to create a specialized permissions system unique to your own board.

Also under the usergroups section, you will find the necessary tools for setting specific usergroup-based permissions for individual forums, and the all-important Administrator Permissions tool, which allows Super Administrators to limit the powers of their co-administrators.

An Introduction to Usergroups and Permissions

[Back to Top](#)

Access to various parts of your vBulletin installation is controlled by a rich and flexible permissions system. The basic unit which controls permissions is a usergroup. As you would expect, a usergroup is really just a group of any number of users.

Through this, you may control what this group of users is allowed to do on your board.

For example, perhaps you want only administrators to be able to post in a specific forum? Or only certain users to be able to attach files with their posts? Or maybe even allow a group of users to have their own *user titles*? These are all possible with usergroup permissions!

Basic Concept: Inheritance

[Back to Top](#)

The most important concept in vBulletin's permission system is inheritance. There are several levels at which you may specify usergroup permissions.

The first is at a *global* level. These permissions can be edited by going to Usergroups > Usergroup Manager > Edit Usergroup.

The permissions you specify here will be used everywhere on the board unless you override them at the *forum* level. Forum-level permissions can be edited by going to Usergroup > Forum Permissions. Permissions you specify for a forum will also automatically inherit to any child forums, unless overridden there and so on.

Each of these areas will be discussed in detail in the following sections.

Basic Concept: Membership to Multiple Groups

[Back to Top](#)

Users in vBulletin may also belong to multiple usergroups. This is one method of creating exceptions to your permission scheme.

For example, you may have a user who belongs to group X, but needs to have access to the few extra options (such as attaching files to posts) given by group Y. You can make X this user's primary group and make Y a secondary group.

The basic idea here is that if a user is in multiple groups and they specify conflicting permissions, the greater permission overrides. Thus, a *yes* will always override a *no* and a larger number will override a smaller number.

Note:

There is a slight exception to this rule. If 0 represents *unlimited* or *no restriction*, then it will override any other setting; it really is the *greater permission*.

Warning:

Be careful when putting a user in a secondary group that you also use as a primary group. You may edit the group and inadvertently give the secondary user more permissions than you originally meant to!

Access Masks: The Overriding Permission and Another Method for Creating Exceptions

[Back to Top](#)

While membership to multiple groups is a very handy tool for creating exceptions to the rules setup by usergroup permissions, they may be too powerful for some situations. In the cases where you simply want to give a specific user access to a forum that he or she wouldn't normally have access to, you can use access masks.

Access masks will override any forum-level usergroup permissions for this user.

To edit access masks for a specific user, go to Users > Search for Users > searching for the user you want to edit > clicking [Edit Forum Permissions] or [Edit Access Masks]. You can quickly view existing access masks by going to Users > Access Masks.

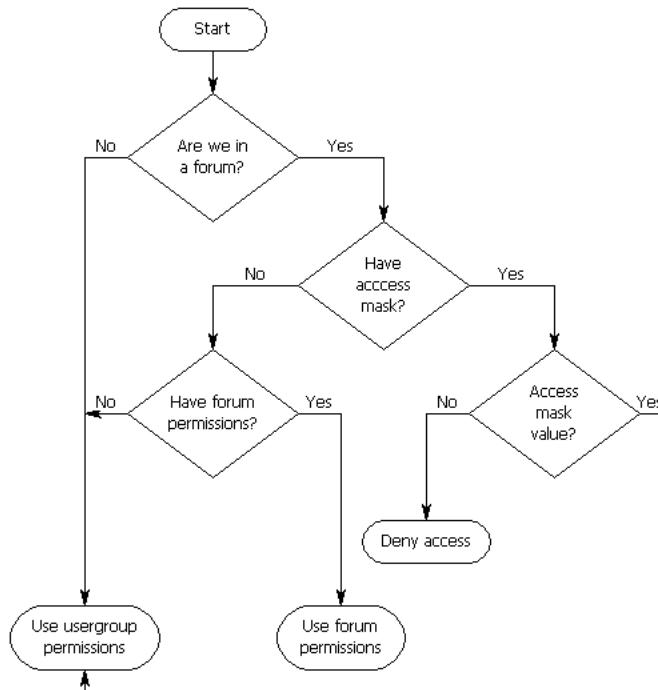
Access masks work similarly to forum-level usergroup permissions; inheritance to child forums still occurs. However, you will not have as many options as with a forum permission:

- Setting a user's access mask to *yes* for a forum gives them the same permissions in that forum as they have at the global level, regardless of any forum-level usergroup permissions specified.
- Setting the mask to *no* denies them access to the forum completely, as if each individual permission were set to *no*.
- *Default* simply means no special access mask is specified; forum-level usergroup permissions are used.

How Permissions are Applied (in a Nutshell)

[Back to Top](#)

Permissions are applied with a flow-chart-like structure:



Managing Usergroups

[Back to Top](#)

Usergroups can be managed in the admin control panel by going to Usergroups > Usergroup Manager. This will bring you to a page that looks similar to this:

Default Usergroups			
Title	Primary Users	Additional Users	Controls
(COPPA) Users Awaiting Moderation	-	-	Edit Usergroup (id: 4) <input type="button" value="Go"/>
Administrators	1	-	Edit Usergroup (id: 6) <input type="button" value="Go"/>
Moderators	-	-	Edit Usergroup (id: 7) <input type="button" value="Go"/>
Registered Users	1	-	Edit Usergroup (id: 2) <input type="button" value="Go"/>
Super Moderators	-	-	Edit Usergroup (id: 5) <input type="button" value="Go"/>
Unregistered / Not Logged In	-	-	Edit Usergroup (id: 1) <input type="button" value="Go"/>
Users Awaiting Email Confirmation	-	-	Edit Usergroup (id: 3) <input type="button" value="Go"/>

Custom Usergroups			
Title	Primary Users	Additional Users	Controls
Banned Users	-	-	Edit Usergroup (id: 8) <input type="button" value="Go"/>

In the top table, you'll see the usergroups that vBulletin automatically creates. These 7 groups are:

- **(COPPA) Users Awaiting Moderation** – if you have enabled moderation of new registrations, any users who have yet to be approved will go here. Additionally, if you are using the COPPA system, all COPPA members will go here before being approved.
- **Administrators** – this group will contain your administrators. By default, they have full access to the board.
- **Moderators** – this is the group that you will most likely put your moderators into, although you are not required to.
- **Registered Users** – after a newly registered user is approved/confirmed, he or she will be put here. This is likely where most of your users will be.
- **Super Moderators** – this group contains users who are not quite administrators (they don't have access to the admin control panel), but have full moderator abilities in all forums.
- **Unregistered / Not Logged In** – all guests or people who have not logged in will be treated as if they were in this group.
- **Users Awaiting Email Confirmation** – if you have required users to confirm their email address before posting, those who have registered but not clicked the link in the email that is automatically sent to them will be placed here. Once they click the link, the will be moved to the appropriate group.

Next, you will notice the *Primary Users* and *Additional Users* columns. This simply counts the number of users who have this group as their main usergroup or are a secondary member of this group, respectively.

Finally, you will see the controls column. This column provides the following options:

- **Edit Usergroup** – this allows you to edit this group's information and global permissions. Additionally, the ID number of the usergroup is displayed, should you need to know it for another operation.
- **Edit Promotions** – displays any promotions that are setup for this usergroup. See the promotions section for more information.
- **Show All Primary Users** – displays a list of the users who have this group as their primary group.
- **Show All Secondary Users** – displays a list of the users who have this group as their secondary group.
- **View Reputation** – displays a list of the users in this group, ordered by their reputation scores. See the reputation section for more information on what this score means.

Below this, you will see a table for any custom usergroups. Everything in this table is the same as the *Default Usergroups* table, except there is an additional **Delete Usergroup** control. If you choose to delete a usergroup, any members of the group will be moved back to *Registered Users*.

Finally, if you have any public usergroups, they will be displayed in a third table. Public usergroups are groups that users may join. These usergroups may be moderated if you name one or more usergroup leaders or unmoderated if you do not name any.

Public (Joinable) Custom Usergroups					
Title	Primary Users	Additional Users	Join Requests	Usergroup Leader	Controls
Example Joinable Group A group which users can join	-	1	1	Administrator [Delete]	<input type="button" value="Edit Usergroup (id: 9)"/> <input type="button" value="Go"/>
Note: Groups marked with a * can be selected by their members to override the username markup and user title from their primary usergroup.					

When a user joins a public usergroup, he or she will become a secondary member in the group and his or her permissions will change according to the rules of membership in multiple groups.

Beyond the options that are available in the previous two tables, with public usergroups, you can:

- **Add Usergroup Leader** – this allows you to specify the username of a user who will become a moderator of the group. He or she will be able to approve and deny requests to join the group.
- **View Join Requests** – as an administrator, you also have the ability to moderate each public usergroup. This page allows you to perform these moderation duties; see below for detailed information on this page.

Adding or Editing a Usergroup

[Back to Top](#)

To add a usergroup, click *Usergroups > Add New Usergroup*. To edit an existing group, click *Usergroups > Usergroup Manager > Edit Usergroup* for the group you wish to edit. Both links will take you to a similar page:

Add New Usergroup	
Title	<input type="text"/>
Description	<input type="text"/>
User Title (Use this to override the default 'ladder' of user titles)	<input type="text"/>
Username HTML Markup (Specify an opening and closing HTML tag with which to display the names of users in this group. This applies to names that appear on Logged-in Users, Who's Online, Users Browsing Forum, Users Browsing Thread, Posts, Member List etc.)	<input type="text"/> <input type="text"/>
Password Expiry (If you specify a number of days here, users will be required to change their password when this amount of time elapsed since they last changed)	<input type="text"/>
Password History (If you specify a number of days here, users will not be allowed to change their password to a value that they have used in the past x days. Note: this setting has no effect if password expiry is set to 0 days)	<input type="text"/>

This is part of the form to add a new usergroup. If you are editing a usergroup, the form will already be filled out for you.

The only difference between the add- and edit-pages is that, when adding a new group, you have the ability to create a usergroup based off of an existing usergroup:

Create Usergroup Based off of Usergroup:	<input type="button" value="COPPA) Users Awaiting Moderation"/> <input type="button" value="Go"/>
--	---

If you use this option, all the fields will be populated with the values specified for the group you selected. Simply change whatever fields you wish to change and submit.

Most settings should be self explanatory. If you are unsure of an option, simply click the inline help icon for a further explanation.

Join Requests

[Back to Top](#)

This page is used to manage join requests for moderated, public usergroups. If you enter directly (*Usergroups > Join Requests*), you will be prompted to select a usergroup to view requests for. If you enter through *Usergroups > Usergroup Manager > [View Join Requests]* link, then you will be taken directly to the join requests for a group.

Once you have selected a usergroup, you will be presented with a screen that looks similar to this:

Example Joinable Group - (Join Requests: 1)					
(Usergroup Leader: Administrator)					
User Name	Reason	Date	Accept	Deny	Ignore
Example User	Example reason	02-25-2004 12:57 AM	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Process Reset					

Each outstanding join request will be listed here. Selecting *Accept* will add this user to the group; *Deny* will remove the request, preventing the user from joining the group; and *Ignore* will simply leave the request as-is. Additionally, you can click the [*Accept*], [*Deny*], and [*Ignore*] buttons to quick select an option for each request.

Usergroup Promotions

[Back to Top](#)

vBulletin also allows you to setup automatic usergroup promotions, so that users who meet specific criteria are moved into or become a secondary member of another usergroup, generally with greater permissions. By default, promotions are checked hourly.

Once you enter this section (Usergroups > Promotions), you will see a screen similar to this:

Promotions: (COPPA) Users Awaiting Moderation [Add New Promotion]						
Usergroup	Promotion Type	Promotion Strategy	Reputation Level	Days Registered	Posts	Controls
Registered Users	Primary Usergroup	Reputation	1000	30	100	[Edit] [Delete]
Add New Promotion						

Here you can edit or delete existing promotions or add a new one. The section below will discuss adding and editing a promotion.

Adding or Editing a Promotion

[Back to Top](#)

Add New Promotion	
Usergroup	(COPPA) Users Awaiting Moderation ▼
Reputation Comparison Type	Greater or Equal to ▼
Reputation Level	<input type="text" value="1000"/>
Days Registered	<input type="text" value="30"/>
Posts	<input type="text" value="100"/>
Promotion Strategy	Reputation ▼
Choose the way that you wish the above values to be evaluated	
Promotion Type	Primary Usergroup ▼
Type of promotion that the user is to receive. Select ' Primary Usergroup ' to change the user's main usergroup to this group or select ' Additional Usergroups ' to add this group to the user's additional usergroups	
Move User to Usergroup	▼
Jumping is evaluated based on the time period defined in the Scheduled Tasks section (Default: Every 1 Hour)	
Save Reset	

Note:

This section will detail adding a promotion. Almost all of the information in this section applies to editing a promotion as well.

This is the page where you detail specifics of your promotion. The fields are used as follows:

- **Usergroup** – this defines the primary usergroup which users must be in to be affected by this permission.
 Note:
 This is not available when editing a promotion. If you need to change a promotion's source usergroup, create a new promotion and delete the old one.
- **Reputation Comparison Type** – while the *Days Registered* and *Posts* criteria always refer to a *Greater of Equal to* scheme, reputation promotions may be specified with a *Greater or Equal to* or *Less Than* scheme. This allows you to setup negative reputation promotions. For example, users with a reputation of less than -100 may be demoted into a usergroup with less permissions.
- **Reputation Level** – the threshold point for the user's reputation score.
- **Days Registered** – threshold point for number of days a user has been registered. This always refers to a *Greater or Equal to* scheme.
- **Posts** – threshold point for number of posts a user has. This always refers to a *Greater of Equal to* scheme.
- **Promotion Strategy** – allows you to select which combination of criteria a user must meet before being promoted. This ranges from having to have at least a certain amount of posts to meeting one of the three criteria to meeting all three.
- **Promotion Type** – allows you to select whether the promoted users become primary or secondary users in the group.
- **Move User to Usergroup** – this is the usergroup that users who meet the criteria you specified above will be moved to.

Managing Forum Permissions

Managing your forum permissions is similar to editing global usergroup permissions, but allows more control. If you click Usergroups > Forum Permissions, you will see a screen similar to this:

The screenshot shows the 'Forum Permissions' interface. At the top, there's a color key with four entries: 'Color Key' (grey), 'Standard' (green), 'Customized' (red), and 'Inherited' (orange). Below this, there are two main sections: 'Main Category' and 'Main Forum'. Each section contains a list of usergroups with edit links. In the 'Main Category' section, the 'Registered Users' group is red, indicating it has a customized permission for this category. In the 'Main Forum' section, the 'Registered Users' group is orange, indicating it is inheriting a permission from a parent forum.

- **Color Key**
- **Standard:** Using default usergroup permissions
- **Customized:** Using custom permissions for this usergroup
- **Inherited:** Using custom permissions inherited from a parent forum

Main Category ([Reset] [Deny All])	
• [Edit]	(COPPA) Users Awaiting Moderation
• [Edit]	Administrators
○ [Edit]	Banned Users
• [Edit]	Moderators
• [Edit]	Promotion Finish Usergroup
○ [Edit]	Registered Users
• [Edit]	Super Moderators
• [Edit]	Unregistered / Not Logged In
• [Edit]	Users Awaiting Email Confirmation

Main Forum ([Reset] [Deny All])	
• [Edit]	(COPPA) Users Awaiting Moderation
• [Edit]	Administrators
○ [Edit]	Banned Users
• [Edit]	Moderators
• [Edit]	Promotion Finish Usergroup
○ [Edit]	Registered Users
• [Edit]	Super Moderators
• [Edit]	Unregistered / Not Logged In
• [Edit]	Users Awaiting Email Confirmation

Here, you will see each forum on your board with a list of all usergroups under each forum. Notice the color key at the top. In this example, red indicates that a usergroup has a custom forum permission specified for this forum, while orange indicates that the group is inheriting a permission from a parent forum. Otherwise, no forum permission has been specified, so the group will be using its global usergroup permissions.

Next to each forum title, you will see 2 links:

- **Reset** – this will automatically delete any custom permissions that were set for this forum. It will not change any permissions that are being inherited from a parent forum.
- **Deny All** – this will automatically remove deny every usergroup access to this forum (every individual permission will be set to no for each usergroup). This is helpful if you want to deny access to a forum for most groups

To edit or add a forum permission, simply find the appropriate forum and usergroup, and click *[Edit]*. This will lead you to this screen:

Edit Forum Permissions For Usergroup: Moderators in Forum Main Category			Help ?
<input checked="" type="radio"/> Use Usergroup Default Permissions (Note: this will delete any previous custom permissions set)	<input type="radio"/> Use Custom Permissions		
Edit Forum Permissions		All Yes	All No
Forum Viewing Permissions			
Can View Forum	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can View Others' Threads	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can See Deletion Notices	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Search Forum	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Use Email to Friend	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Download Attachments	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Post Permissions			
Can Post Threads	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Reply to Own Threads	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Reply to Others' Threads	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Always Moderate This Group's Posts	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Upload Attachments	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Rate Threads	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Post / Thread Permissions			
Can Edit Own Posts	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Delete Own Posts	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Move Own Threads	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Open / Close Own Threads	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Delete Own Threads	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Poll Permissions			
Can Post Polls	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Can Vote on Polls	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Save		Reset	

These permissions will likely look familiar to you because they are a subset of the options you can specify when editing global usergroup permissions. If you are unsure of what a specific option does, click the inline help icon for more information.

Note:

To delete a forum permission from this screen, make sure *Use Usergroup Default Permissions* is selected at the top of the page.

Additional Forum Permission Tools

[Back to Top](#)

At the top of the forum permissions page (Usergroups > Forum Permissions), you will see a box that looks like this:

Additional Functions		Help ?
Permission Duplication Tools Permissions Quick Editor Quick Forum Permission Setup		

This section will describe each of these options in detail.

Permission Duplication Tools

[Back to Top](#)

User Group-Based Permission Duplicator

Copy Permissions from User Group	<input type="button" value="Registered Users"/>
Copy Permissions to User Groups	<input type="checkbox"/> (COPPA) Users Awaiting Moderation <input type="checkbox"/> Administrators <input type="checkbox"/> Banned Users <input type="checkbox"/> Moderators <input type="checkbox"/> Promotion Finish Usergroup <input type="checkbox"/> Registered Users <input type="checkbox"/> Super Moderators <input type="checkbox"/> Unregistered / Not Logged In <input type="checkbox"/> Users Awaiting Email Confirmation
Only Copy Permissions from Forum (Includes sub-forums)	<input type="button" value="All Forums"/>
Overwrite Duplicate Entries	<input type="radio"/> Yes <input checked="" type="radio"/> No
Overwrite Inherited Entries	<input type="radio"/> Yes <input checked="" type="radio"/> No
<input type="button" value="Go"/> <input type="button" value="Reset"/>	

Forum-Based Permission Duplicator

Copy Permissions from Forum (Does not include sub-forums)	<input type="button" value="Main Category (No Posting)"/>
Copy Permissions to Forums	<input type="checkbox"/> Main Category <input type="checkbox"/> -- Main Forum
Overwrite Duplicate Entries	<input type="radio"/> Yes <input checked="" type="radio"/> No
Overwrite Inherited Entries	<input type="radio"/> Yes <input checked="" type="radio"/> No
<input type="button" value="Go"/> <input type="button" value="Reset"/>	

This page allows you to quickly duplicate existing permissions, both by usergroup and by forum. This is helpful if you are setting up a usergroup or forum that is similar to an existing entry.

The usergroup-based permission duplicator will copy permissions from a usergroup into one or more groups. You can limit this to specific forums with the *Only Copy Permissions from Forum* option. Additionally, to prevent accidentally overwriting, there are the *Overwrite Duplicate Entries* and *Overwrite Inherited Entries* settings. Overwrite Duplicate Entries prevents you from overwriting any existing permissions set for a forum (that is, they're in red) for one of the usergroups you are copying to. Overwrite Inherited Entries is similar, except it refers to cases where permissions aren't directly specified for a forum but a parent forum (orange entries).

The forum-based permission duplicator works similarly, except that it copies all permissions in a forum to another forum. Overwrite Duplicate Entries and Overwrite Inherited Entries behave the same way.

Permissions Quick Editor

[Back to Top](#)

Permissions Quick Editor			
<input type="checkbox"/>	Forum	Usergroup	Controls
<input type="checkbox"/>	Main Category	Registered Users	[Edit]
<input type="checkbox"/>		<input type="button" value="Delete Selected Permissions"/> <input type="button" value="Reset"/>	

The permissions quick editor is simply another interface to view existing permissions and quickly edit or delete them. You can sort the page by forum or usergroup by clicking the *Forum* and *Usergroup* links at the top, respectively. The checkbox on the left can be used to delete many permissions at once. Finally, the *[Edit]* link takes you to the same page as the *[Edit]* link in the forum permission manager.

Quick Forum Permission Setup

[Back to Top](#)

Permissions Quick Editor			
<input type="checkbox"/>	Forum	Usergroup	Controls
<input type="checkbox"/>	Main Category	Registered Users	[Edit]
<input type="checkbox"/>		<input type="button" value="Delete Selected Permissions"/> <input type="button" value="Reset"/>	

The quick forum permission setup page allows you to specify one set of permissions in a forum for multiple usergroups simultaneously. This is useful in situations such as setting up a private forum where you are denying several groups access to the forum (that is, all permissions are set to no).

The permissions you can set here are the same as you can elsewhere in the forum permissions system.

Warning:

As the page mentions, permissions set with this will automatically overwrite any existing permissions set for this forum if there is a conflict. There is no *Overwrite <Some Type of> Entries* option, as it is assumed that you know which groups already have permissions specified.

Practical Examples of Permission Schemes

[Back to Top](#)

The section will cover a few examples of things commonly done with vBulletin's permission system.

An Announcement Forum

[Back to Top](#)

This forum will be viewable by all, but only administrators will be able to post new threads (the announcements). To allow discussion, any user will be able to respond to the announcements.

- 1 Click Usergroups > Forum Permissions > find the forum you want to setup this way > click *Edit* next a usergroup other than *Administrators*.
- 2 Set *Can Post Threads* to no, *Can Reply to Own Threads* to yes, and *Can Reply to Others' Threads* to yes. How you set the rest of the permissions is up to you.
- 3 Click [Save].
- 4 Repeat this process for each group other than *Administrators*.

A Private Forum

[Back to Top](#)

This forum will only be accessible by administrators and moderators. This could be used to discuss internal board affairs.

- 1 Click Usergroups > Forum Permissions > find the forum you want to setup this way > click *Edit* next a usergroup other than *Administrators* or *Moderators*.
- 2 Click [All No].
- 3 Click [Save].
- 4 Repeat this process for each group other than *Administrators* and *Moderators*.

Registration-Required Board

[Back to Top](#)

This will setup your board so that only users who have been registered may view it. This is helpful for tracking users more efficiently, but may stifle the forum's growth because of the additional effort required for new users to become involved.

- 1 Click Usergroups > Usergroup Manager > *Edit Usergroup* next to (*COPPA*) *Users Awaiting Moderation*.
- 2 Change *Can View Forum* to no; you can set any other setting as you like.
- 3 Click [Update].
- 4 Repeat this process for *Unregistered / Not Logged In* and *Users Awaiting Email Confirmation*.

[Back to Top](#)

User Titles

The user title manager allows you to set up a 'ladder' of titles that can be applied to users based on the number of posts they have made.

For example, when a user registers he may be given the title 'Junior Member', then when that user has made 100 posts he could be granted the user title 'Senior Member'.

The numbers of posts required to climb each 'rung' of the ladder, and the actual titles given are entirely up to you.

An Introduction to User Titles

[Back to Top](#)

User titles are the descriptions of a user that are displayed under his or her username in a post. These titles will often refer to one of three things:

- The user's amount of activity on the board (Junior Member, Senior Member).*
This is usually set through the default user title ladder that will be described in this section.
- The user's relationship to the board (Administrator, Moderator).* This is usually set through a usergroup-specific user title that overrides the default user title ladder.
- A custom title, specified by the user; this can refer to anything the user desires.*
The user may not have permission to set their own user title; it is controlled by a usergroup permission.



User Title Manager

[Back to Top](#)

To edit existing user titles, go to User Titles > User Title Manager. You will be presented with a screen similar to this:

User Title	Minimum Posts	Controls
Junior Member	0	<input type="button" value="Edit"/> <input type="button" value="Go"/>
Member	30	<input type="button" value="Edit"/> <input type="button" value="Go"/>
Senior Member	100	<input type="button" value="Edit"/> <input type="button" value="Go"/>

Add New User Title

The columns represent the following:

- User Title** – the title that users will receive once that have the *Minimum Posts* number of posts or more.
- Minimum Posts** – the minimum number of posts for a user to receive this title. He or she will have this title until he or she makes enough posts to be moved to the title with the next highest *Minimum Posts* value.

Note:

The post count checked against the *Minimum Posts* value is the value stored with the user. Therefore, posts in forums that do not count posts will not have an effect.

- Controls** – the dropdown in this column allows you to edit or delete this user title.

Adding or Editing a User Title

[Back to Top](#)

Adding a new user title is a simple process. Go to User Titles > Add New User Title and you will be presented with a form that looks like this:

Add New User Title		Help ?
Title	<input type="text"/>	?
Minimum Posts	<input type="text"/>	?
Save Reset		

- Title** – the user title that each user who meets the *Minimum Posts* criteria will receive.
- Minimum Posts** – the minimum number of posts that a user needs to receive this title.

Note:

If a user has enough posts to receive a title with a higher *Minimum Posts* value, he or she will receive that title instead.

User Infractions

[Back to Top](#)

The User Infraction system is designed to automate the management of misbehaving users.

Infractions carry a point total that is awarded to users. When a user reaches pre-determined point levels, the user is given infraction groups. Infraction groups are set up to restrict the permissions of users.

The system can also be configured to institute automatic bans based on points or number of infractions received.

An Introduction to User Infractions

[Back to Top](#)

The User Infraction system is designed to automate the management of misbehaving users.

The first step in the system is the creation of Infraction Levels. These levels will vary based on the content of your forum and the scale of the system that you wish to create. You can create just a few levels or can get very detailed with many levels covering a myriad of forum infractions.

When creating levels, keep in mind a point total at which you wish to start penalizing users by taking away permissions. If you envision taking away a certain permission when a user accumulates 10 infraction points then you need to consider how many points will be given for each infraction and how quickly the user can get to 10 points.

Each infraction level has an expiration time. When the infraction expires, the associated points are removed from the user's point total and the user's infraction groups are recalculated.

Infraction levels can also be allowed to be given as warnings. A warning does not add any infraction points to the user's point total. Warnings serve as a method to remind user's of your forum's rules and encourage them to be followed without awarding infraction points. Moderators have the ability to give an infraction or a warning for those levels that have the warning ability enabled. Moderators will be forced to send a message to the user that details why the infraction is being given. This message will use the Private Messaging System if it is enabled. Otherwise an email will be sent if your forum has Email enabled. At the same time, a new thread for discussion of the infraction will be created in a pre-determined forum. This forum is setup in the vBulletin Options > User Infractions Options section.

There are two methods in which you may penalize users. The first method is utilizing infraction groups to gradually remove permissions.

Normal permissions work by combining all of a user's usergroup permissions and granting a permission for any that have a yes. Infraction group permissions work in the reverse as all infraction group permissions are combined and any permission with a No is taken from the user. You should set up your infraction usergroups (in the Usergroup Manager) by setting all permissions to Yes and then setting those that you wish to take away to No.

Any permissions set to No will effect all forums. If you only wish to penalize a user in certain forums, set all permissions to Yes and then set up custom permissions at Usergroups > Forum Permissions for the forum in question using the infraction group.

A user can have multiple infraction groups as they will gain all groups that apply to their primary usergroupid and accumulated points.

The second method by which you may penalize users is by setting up automatic bans. You may set up bans that only apply to specific usergroups as well as apply to all users. Bans may be triggered either by points or by the number of infractions that the user has received. An example setup would be to ban a user for one week for receiving their third infraction and then banning them permanently for receiving their sixth infraction.

Infraction groups and automatic bans may be utilized at the same time but managing a system utilizing both can be tricky.

Navigate to User Infractions > User Infraction Manager to view your current infraction levels, groups and bans. If you have none set up, you can easily add either from this screen.

User Infraction Levels						Help 
Title	Points	Expires	Warning	Extend	Controls	
Spammed Advertisements	1	1 Hour(s)	Yes	Yes	Edit  Go 	
Insulted Other Member(s)	1	10 Day(s)	Yes	Yes	Edit  Go 	
Signature Rule Violation	1	10 Day(s)	Yes	No	Edit  Go 	
Inappropriate Language	1	10 Day(s)	Yes	No	Edit  Go 	
Expire Test	1	1 Day(s)	Yes	No	Edit  Go 	

[Add New User Infraction Level](#)

User Infraction Groups					Help 
Primary Usergroup	Override Usergroup	Override Display	Points	Controls	
Registered Users	Blue	Yes	2	Edit  Go 	
All Usergroups	My New Group	Yes	10	Edit  Go 	

[Add New User Infraction Group](#)

Automatic Ban					Help 
Primary Usergroup	Ban Usergroup	Amount	Method	Ban Period	Controls
All Usergroups	Banned	5	Points	3 Day(s)	Edit  Go 
All Usergroups	Banned	10	Points	5 Day(s)	Edit  Go 
All Usergroups	Banned	3	Infractions	Permanent	Edit  Go 

[Add New Automatic Ban](#)

To add a new level, navigate to User Infractions > Add New User Infraction Level.

To add a new group, navigate to User Infractions > Add New User Infraction Group.

To add a new automatic ban, navigate to User Infractions > Add New Automatic Ban.

Modifying User Infraction Levels

[Back to Top](#)

The following screen is presented to you after navigating to User Infractions->Add New User Infraction Level.

Add New User Infraction Level		Help 
Title	<input type="text"/>	?
Expires	<input type="text" value="10"/> Days 	?
Points	<input type="text" value="1"/>	?
Warning	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Extend	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
<input type="button" value="Save"/> <input type="button" value="Reset"/>		

Title - This is the title of the infraction. Translations can be entered after the infraction level is created by editing the infraction level and selecting [Translations].

Expires - This is the timeframe for which the infraction level will be active. When the infraction expires, the associated points will be removed from the user's infraction total. If a value of **Never** is chosen, then this infraction will never expire.

Points - This is number of infraction points that this infraction level will penalize for. A value of at least 1 must be entered.

Warning - Setting this option to **Yes** will allow a warning to be given for this infraction level. A warning carries no points as it only serves to remind an user of your forum rules.

Extend - When this option is enabled a user will receive extended expiration times if given a second (or more) infraction that matches an existing active infraction. For example, a user is given an infraction for spamming posts that expires in 1 day. An hour later this user is given another spamming posts infraction. Since the user already had an active spamming posts infraction, this new infraction's expiration time is added to the end time of the previous infraction. Effectively, this new infraction will now end 1 day and 23 hours later instead of the default of 1 day. If the user was given a third infraction, it would be added to the end of the second infraction as well.

To modify an existing infraction level, select the <Edit> option to the right of the level in the User Infraction Manager. Editing an User Infraction Level presents you with the same options as adding a new level.

To remove a level, select the <Delete> option to the right of the infraction level in the User Infraction Manager.

Modifying User Infraction Groups

[Back to Top](#)

The following screen is presented to you after navigating to User Infractions->Add New User Infraction Group.

Add New User Infraction Group

Points	<input type="text"/>	?
Primary Usergroup	-- All Usergroups --	?
Override with Permissions from Usergroup	(COPPA) Users Awaiting Moderation	?
Override Display	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
<input type="button" value="Save"/> <input type="button" value="Reset"/>		

Points - This is the number of points that will be added to the user's infraction points.

Primary Usergroup - This infraction group will only apply to user's who have this usergroup as their primary usergroup. Selecting -- All Usergroups -- will apply this infraction group to all users.

Override with Permissions from Usergroup - This usergroup will be used to penalize the user. Any permission that is set to No will be taken from the user.

Override Display - This overrides the user's username markup and user title with the settings from the infraction usergroup.

To modify an existing infraction group, select the <Edit> option to the right of the infraction group in the User Infraction Manager. Editing an User Infraction Group presents you with the same options as adding a new group.

To remove a group, select the <Delete> option to the right of the infraction group in the User Infraction Manager.

Modifying Automatic Bans

[Back to Top](#)

The following screen is presented to you after navigating to User Infractions->Add New Automatic Ban.

Add New Automatic Ban

Amount	<input type="text"/>
Method	Points
Primary Usergroup	-- All Usergroups --
Move User to Usergroup	Banned
Lift Ban After...	1 Day(s)
Select the length of the ban here. The ban will be lifted at the time specified	
<input type="button" value="Save"/> <input type="button" value="Reset"/>	

Amount - This is the number of points or the number of infractions that will trigger this ban. This trigger will happen any time that the user goes from being below this points/infractions to over it.

Method - The ban can either be triggered by accumulated points or infractions.

Primary Usergroup - This ban will only apply to user's who have this usergroup as their primary usergroup. Selecting -- All Usergroups -- will apply this ban to all users.

Move User to Usergroup - the usergroup to move this user to. This usergroup should have reduced permissions, if any at all.

Note:

Only usergroups that are specified as banned groups will be displayed here.

Lift Ban After... - the ban's length. This ranges from 1 day to 2 years to permanent.

To modify an existing automatic ban, select the <Edit> option to the right of the ban in the User Infraction Manager. Editing a ban presents you with the same options as adding a new ban.

To remove a ban, select the <Delete> option to the right of the automatic ban in the User Infraction Manager.

Viewing User Infractions

[Back to Top](#)

If you wish to see which users have received infractions, you may navigate to User Infractions > View Infractions. You will be presented with a form, allowing you to search based on criteria such as the user the infraction was left for or by (optional) and a range of dates to search across.

View Infractions

Left For	<input type="text"/>
Left By	<input type="text"/>
Status	All
Infraction Level	All
Start Date	Month: February Day: 11 Year: 2006
End Date	Month: March Day: 13 Year: 2006
<input type="button" value="Go"/> <input type="button" value="Reset"/>	

Once you submit this form you will receive results in a table like this:

Infraction Viewer (page 1/1) There are 1 total entries.							
User Name	Left By	Date	Type	Points	Expires	Post	Controls
Craig Antill	freddie	16:24, 13th Mar 2006	Infraction	1	16:24, 23rd Mar 2006	[Post] [Reverse] [View] [Delete]	

This shows:

- The user that received the infraction
- The user that left the infraction
- The date and time the infraction was left
- The type of Infraction
- The number of points that was given for the infraction
- The expiration time of the infraction
- The post that the infraction was left for

You may also delete or reverse the infraction that was left.

Issuing User Infractions

[Back to Top](#)

There are two ways to issue infractions to a user after you have completed the setup in the Admin Control Panel. You can give a general infraction or a per post infraction.

General Infractions are given by visiting the User's Profile and clicking on the Infractions tab. Here you can see a history of the infractions that a user has received and issue a new one. Clicking on a user's name anywhere in the front-end part of the system will provide access to their user profile.

To give an infraction for a particular offending post, you would need to click on the "Yellow Card / Red Card" icon. The location of the icon can varies depending on the Postbit layout that you use and your style. By default it looks like this .

After selecting to give a new infraction, you will see the infraction screen. Here you can choose the infraction to issue, add an administrative note and send a message to the user.

User Ranks

[Back to Top](#)

User Ranks are similar to User Titles in that they allow users to progress through a number of classes depending upon the number of posts they have made.

However, User Ranks are more flexible than User Titles because they can (if desired) be applied to specific usergroups, and can contain images and HTML in the titles.

An Introduction to User Ranks

[Back to Top](#)

User ranks are images or text that are assigned to your users based on their post count. The most common usage of ranks is that of **stars** that increase or change color based on the user's post count and usergroup.

User's ranks generally appear beneath their username on posts, private messages, announcements, usernotes and in their profile.

Ranks can be assigned to specific usergroups or they can be assigned to cover all groups who don't have a rank specifically assigned to them.

As of vBulletin 3.5, it is possible for a user to display multiple ranks by being a member of multiple user groups, each with specific ranks. vBulletin 3.0 only allowed a single set of ranks to be displayed for a user. This is covered in more detail when editing a rank is discussed.

Navigate to User Ranks > User Rank Manager to view your current ranks. If you have none set up, you will only see the small notice that defines user ranks.

User Rank Manager Help ?

User ranks are images that appear beneath your user's names on their posts. Ranks assigned to All Usergroups appear for everyone.

It is recommended that you [update user titles and ranks](#) after adding, editing, and deleting user titles or ranks.

User Rank	Minimum Posts	Display Type	Stack Rank	Controls
:::Newbie:::	10	Always	No	[Edit] [Delete]

All Usergroups Help ?

User Rank	Minimum Posts	Display Type	Stack Rank	Controls
Administrators	1	Displaygroup	No	[Edit] [Delete]

Administrators Help ?

User Rank	Minimum Posts	Display Type	Stack Rank	Controls
Administrators	1	Displaygroup	No	[Edit] [Delete]

The figure above demonstrates a simple rank scheme. In this setup, members of the Administrator group who have at least 1 post would have the rank of three smilies. Since we have also set up a rank to cover All Usergroups, all members, including the Administrator group, with at least 10 posts would have a rank of :::Newbie:::.

To add a new rank, navigate to User Ranks > Add New User Rank.

Modifying User Ranks

[Back to Top](#)

The following screen is presented to you after navigating to User Ranks->Add New User Rank.

User Rank: (id: 0) Help ?

Number of times to repeat rank:	<input type="text" value="1"/>	?
Usergroup	<input type="text" value="All Usergroups"/>	?
Minimum Posts	<input type="text" value="10"/>	?
Stack Rank	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Display Type	<input type="text" value="Always"/>	?
Rank Type Help ?		
User Rank File Path	<input type="text" value="images/"/>	?
OR you may enter text <input type="text"/>		
HTML is allowed		
Save		Reset

Number of Times to Repeat Rank - This generally applies to ranks that are images. This is the number of time the image will be repeated. If you wanted 4 stars to appear, you would either create an image of 4 stars and set this to 1 or you would create an image of 1 star and set this to 4.

Usergroup - This is the usergroup that this rank applies to. If you want it to apply to all groups then leave it set to *All Usergroups*.

Note:

When this is set to *All Usergroups*, **Display Type** controls an important feature. If **Display Type** is set to 'always', then this rank will display for every user, no matter what other ranks you may have defined for their usergroups. When set to 'if displaygroup = this group', then this rank will only display if the user has no other ranks explicitly defined for their usergroup. You use this setup to create a generic rank for everyone but keep it from displaying for other groups that have a special rank (Admin, Moderator, etc)

Minimum Posts - This is the minimum number of posts that the user must have to obtain this rank. If you set this to 20 and then created a second rank for the same usergroup that had a minimum posts of 30 then this rank would be shown only for users in this usergroup that have from 20 to 29 posts.

Stack Rank - This allows you to control how ranks are displayed in case a user has multiple ranks displayed. If you set this yes, this rank will be displayed on its own line. If you set this to no, this rank will follow the previous rank on the same line.

Display Type - This option controls who the rank will be shown for. If you select 'always', the rank will be displayed for any user that has this user group as a primary or secondary group. If you select 'if displaygroup = this group', then this rank will only be shown if the user is currently being identified as this group. If you are not using multiple-group membership, this option does not have any effect.

Note:

Remember, the rank will apply to the users **Primary Usergroup** unless the user has chosen to be identified by a **Secondary Usergroup** through Public Groups.

User Rank File Path - This is the file path to the image you wish to use. It is relative to your forum directory, i.e. images/smilies/bigggrin.gif.

OR you may enter text - If you wish to use text instead of an image, you would put in this field.

To modify an existing rank, press <Edit> to the right of the rank in the User Rank Manager. Editing a User Rank presents you with the same options as adding a new rank.

To remove a rank, select the <Delete> option to the right of the user rank in the User Rank Manager.

User Ranks Example 1

[Back to Top](#)

This example will demonstrate how you would setup a group of ranks for all users, based on post count. Administrators will get a special rank and will not have the rank that everyone else has.

All Usergroups					Help ?
User Rank	Minimum Posts	Display Type	Stack Rank	Controls	
★	10	Displaygroup	No	[Edit] [Delete]	
★★	20	Displaygroup	No	[Edit] [Delete]	
★★★	30	Displaygroup	No	[Edit] [Delete]	
★★★★	40	Displaygroup	No	[Edit] [Delete]	

Administrators					Help ?
User Rank	Minimum Posts	Display Type	Stack Rank	Controls	
ADMIN	10	Always	No	[Edit] [Delete]	

Since we have set the **Display Type** of the All Usergroups ranks to *Displaygroup*, we have invoked the special setting mentioned in [Modifying User Ranks](#). The All Usergroups ranks will display for everyone except for those in the Administrator group since that group has a rank explicitly defined, the ADMIN rank. Since we have set **Stack Rank** to **No** for both ranks, that means that the rank will appear all on one line.

Ranks are evaluated by usergroupid in reverse order. This means that the All Usergroups rank will appear last. If you wish to have ADMIN appear on one line, and the All Usergroups rank on another, you would set the **Stack Rank** option of the Administrator group to **Yes**. This will result in an html
 being placed after ADMIN. The All Usergroups rank would then follow, displaying on a new line.

The ADMIN rank would only display for users that had the Administrator group as their primary Usergroup or as a Secondary group. If the **Display Type** of the Administrator group's rank was changed to *Displaygroup*, then this rank would only show for those user's who have set the Administrator group as their displaygroup. That would be accomplished either by the user only being in the Administrator group, being a member of multiple groups assigned by the admin and having the Admin group as their displaygroup, or by having used Public Groups to to join the Admin group and choosing that as their display group.

The last scenario is quite silly since you would not allow members to join the Admin group on their own choosing but the logic can be applied to other groups. You could use paid subscriptions to assign a user to a group with a rank defined as above.

User Reputation

[Back to Top](#)

The User Reputation system allows your board members to leave comments about one another's posts, and thereby contribute to their overall 'reputation'.

Using the User Reputation manager, you can create titles for a variety of reputation levels, so that users are given a reputation title when they reach a certain reputation level.

An Introduction to User Reputation

[Back to Top](#)

User Reputation in its simplest form is a ranking of your user's benefit to your forum. Its basis comes from the opinions of all of your forum users that choose take part in it.

Users gain and lose reputation based on how their posts are scored by other forum participants. Users with the ability to affect reputation, will either give or take away points by approving or disapproving with a post's content.

User reputation can be a divisive element of your forum so great care should be taken before a decision is made to enable it.

All of the factors that affect a user's reputation score are found in the User Reputation section of the vBulletin Options. Please view that section of the manual for more information on controlling how users are able to affect another user's reputation.

Modifying User Reputation Levels

[Back to Top](#)

As users, gain and lose reputation, they are associated with a moniker that describes their current level. These levels are modifiable by navigating to User Reputations->User Reputation Manager.

User Reputation Manager	Help ?	
Reputation Level	Minimum Reputation Level	Controls
User is infamous around these parts	-99999	[Edit] [Delete]
User can only hope to improve	-50	[Edit] [Delete]
User has a little shameless behaviour in the past	-10	[Edit] [Delete]
User is an unknown quantity at this point	0	[Edit] [Delete]
User is on a distinguished road	10	[Edit] [Delete]
User will become famous soon enough	50	[Edit] [Delete]
User has a spectacular aura about	150	[Edit] [Delete]
User is a jewel in the rough	250	[Edit] [Delete]
User is just really nice	350	[Edit] [Delete]
User is a glorious beacon of light	450	[Edit] [Delete]
User is a name known to all	550	[Edit] [Delete]
User is a splendid one to behold	650	[Edit] [Delete]
User has much to be proud of	1000	[Edit] [Delete]
User has a brilliant future	1500	[Edit] [Delete]
User has a reputation beyond repute	2000	[Edit] [Delete]
<input type="button" value="Update"/> <input type="button" value="Reset"/>		

In the above example, we have all of the levels that users on this forum can achieve. For example, a user with a reputation of **55** would have the level of *will become famous soon enough*. A user with a reputation of **-5** would have a level of *has a little shameless behaviour in the past*. Since the lowest level in this example is **-99999**, any user with a reputation lower than this would use the default undefined level that is set in the reputation section of the vBulletin Options.

From this screen you can choose to edit a level description, change a level minimum or remove a level. If you wanted to change the minimum level of *has a reputation beyond repute* from **2000** to **3000** you would enter **3000** in the input field where **2000** is currently and press [Update]

If you wished to change the text of *has a reputation beyond repute*, you would press the <Edit> link.

Reputation Level: has a reputation beyond repute (id: 2000) Help ?	
Description	<input type="text" value="has a reputation beyond repute"/> ?
Minimum Reputation Level	<input type="text" value="2000"/> ?
Update Reset	

From this screen you can also change the minimum level as you can from the previous screen. Enter the new level text in the *Description* field but take care as you can not use HTML in this field. Press [Update] when finished.

Adding a new reputation level presents you with the same screen, but only empty. Make sure to choose a reputation level that is not the same as a level that already exists as levels must be unique. You will not be allowed to save the field if you duplicate a minimum level.

Viewing Reputation Comments

[Back to Top](#)

If you wish to see which users are leaving reputation for others and the comments they are making, you may navigate to User Reputation > View Reputation Comments. You will be presented with a form, allowing you to search based on criteria such as the user the reputation was left for or by (optional) and a range of dates to search across.

View Reputation Comments		Help ?	
Left For	<input type="text"/>		?
Left By	<input type="text"/>		?
Start Date	Month	Day	Year
	August	28	2005
End Date	Month	Day	Year
	September	27	2005
Go Reset			

Once you submit this form you will receive results in a table like this:

1 Reputation Comments (Page 1/1)							Help ?
Left By	Left For	Date	Reputation	Reason	Post	Controls	
Administrator	<u>Example User</u>	00:15, 27th Sep 2005	10	this is my comment	[Post] [Edit]	[Delete]	

This shows:

- The user that left the reputation
- The user that received the reputation
- The date and time the reputation was left
- The amount of reputation this user received
- The reason or comment the user giving the reputation left
- The post that prompted this user to leave reputation

You may also edit or delete the reputation that was left.

User Albums

[Back to Top](#)

Album Picture Storage Type

vBulletin allows you the choice of storing album pictures in the database or in the file system. There are also two distinct file system methods. You are able to change your storage method at any time by navigating to User Albums > Album Picture Storage Type.

There are several factors you need to consider before choosing which method you wish to use. By default, vBulletin stores pictures in the database since every server that supports vBulletin will work with this method. Not every server will be able to store pictures in the file system.

Storing in database:

- Pro
 - Backing up your database, also backs up your pictures
 - Does not consume any of your file system storage limits (unless MySQL storage counts)
- Con
 - Can increase server load on large forums (all pictures require a database hit)

Storing in file system (without direct access to thumbnails):

- Pro
 - Better performance for large forums
 - Easier to backup your database
- Con
 - Does not work if SAFE MODE is enabled on your server.
 - Need to backup attachments separately from database
 - Consumes space on your file system
 - Performance is not as good as when there is direct access to thumbnails

Storing in file system (with direct access to thumbnails):

- Pro
 - Best performance for large forums
 - Easier to backup your database
- Con
 - Does not work if SAFE MODE is enabled on your server.
 - Need to backup attachments separately from database
 - Consumes space on your file system
 - Thumbnails can always be retrieved if the URL is known; no permission checks are applied on them

When Pictures are in the Database

[Back to Top](#)

By default vBulletin stores album pictures in the database for maximum compatibility. In order to store pictures in the file system, your server will need to have SAFE_MODE disabled. This is something that only your host can do.

You will be presented with the following screen if you have pictures in the database:

Storage Type: Album Pictures	
Album pictures are currently being stored in the database	
Action	<input checked="" type="radio"/> Move pictures into the file system without direct access to thumbnails <input type="radio"/> Move pictures into the file system with direct access to thumbnails
Go	

To begin the process of moving pictures to the database, select the desired method and press [Go].

You will then be presented with something like the following:

Album pictures are currently being stored in the file system with direct access to thumbnails	
Album pictures are currently being stored in the database	
Full Picture File Path	<input type="text"/>
This file path should be readable AND writeable by your web server (usually chmod 0777)	
Thumbnail File Path	<input type="text"/>
This file path should be readable AND writeable by your web server (usually chmod 0777)	
URL to Thumbnails (relative to main forum directory)	<input type="text"/>
Go Reset	

Note:

vBulletin tries to determine if you have SAFE_MODE enabled and may display an error message instead of the above screen. If this happens, you will need to contact your host about disabling SAFE_MODE for your site or choose to leave attachments in the database.

- **Full Picture File Path or Picture and Thumbnail File Path** - this is the path where full pictures will be stored if you choose to allow direct access to thumbnails or where pictures and thumbnails will be stored if you do not.

This folder should be outside of your web root (usually the public_html or www folder). If you put this inside your web root, people will be able to bypass permissions and download any pictures that have been uploaded. Please use the full qualified path name to this directory.

This folder must be writeable by PHP. The easiest way to do this is CHMOD it 777 (consult your FTP, Telnet, or SSH documentation for more info on how to do this).

- **Thumbnail File Path** - this is the path where your thumbnails are being stored. Unlike the "Full Picture File Path" setting, this path must be within your web root. Users will need to be able to access the files in this directory directly. It must be writeable by PHP. The easiest way to do this is CHMOD it 777 (consult your FTP, Telnet, or SSH documentation for more info on how to do this).
- **URL to Thumbnails** - this is the URL to the "Thumbnail File Path" directory, relative to your main forum directory.

Press [Go] when you have entered a valid directories. vBulletin will test the directories for proper permissions and inform you if the permissions are not set properly.

Edit Storage Type

We are ready to move your pictures into the file system with the options you specified.

It is possible that you might not have enough disk space in the supplied path but we are unable to determine that ahead of time.

We will not finalize the move until the end of the process.

If the process aborts before the end, you will need to free up space before trying again.

Number of pictures to process per cycle

Go **Reset**

The above screen is the final step before the actual moving begins. After pressing [Go] on this page, the moving of files from the database will begin.

After you press [Go], the pictures will be copied from the database to the file system. At the end of the process you will have pictures in both locations and will be presented with the following screen as confirmation that you wish to finalize the process by deleting all attachments from the database.

Confirm Picture Data Removal

Pictures have been moved to the file system. Of the 3 pictures in the database, 3 were processed. 0 had errors.

Selecting finalize below will remove the duplicate data from the database and begin serving pictures from the file system. Any pictures that did not convert successfully will be lost.

Finalize Yes No

Go **Reset**

Pay close attention to the number of pictures that had errors. If you finalize, these pictures will likely be lost.

If you feel, all is well, select the <Yes> option to the right of Finalize and press [Go]. At the point all pictures will be removed from the database.

When Pictures are in the File System

[Back to Top](#)

When pictures are in the file system, you have several options:

Storage Type: Album Pictures

Album pictures are currently being stored in the file system with direct access to thumbnails

Action Move pictures within the file system
 Keep pictures in file system, but disallow direct access to thumbnails
 Move pictures into the database

Go

- **Move pictures within the file system** - this option allows you to move the pictures to a different directory in the file system. Select this option and then enter the new paths on the following screen.

Note:

This step does not create the new directory, nor does it actually move the pictures. It simply changes the directory that vBulletin looks for pictures in. You must create the directory, give it proper permissions (as detailed in the previous section), and then move the pictures manually.

- **Keep pictures in the file system, but disallow direct access to thumbnails** - this simply moves the thumbnails so they are no longer directly accessible. This process is similar to moving the pictures into the file system, so see [this section](#) for more information.
- **Move pictures into the database** - this returns the pictures to the database. It is similar to the process for moving the pictures into the file system, so see [this section](#) for more information.

[Back to Top](#)

Rebuild Thumbnails

If you change any thumbnail settings, you will want to rebuild your existing thumbnails so they are consistent with newly uploaded thumbnails.

Rebuild Album Picture Thumbnails

This function rebuilds the album picture thumbnails. It is needed when you change thumbnail dimensions or quality.

Number of pictures to process per cycle

Thumbnail Quality

Rebuild Album Picture Thumbnails **Reset**

- **Number of pictures to process per cycle** - the number of pictures to process on each page. If you set this too high, you may get timeouts on your server. If you set this too low, the process will take longer.
- **Thumbnail Quality** - the JPEG quality of the generated thumbnails. This is between 0 and 100. A lower number will be smaller but of lower quality; a higher number, bigger but better quality. 75 or 85 is a good compromise of size and quality.

Custom Profile Fields

[Back to Top](#)

In addition to the default information you have users enter when they register to be members of your board, you can also define additional profile fields to suit your own board subject.

Commonly-used custom fields include 'Location', 'Occupation', 'Interests' etc.

An Introduction to Custom Profile Fields

[Back to Top](#)

vBulletin features a wide array of input options for you to gather information from your members through the creation of custom profile fields. With these fields you can present a list of options for the user to choose from or you can ask the user to give their own input. You can even combine the two options for maximum usability.

There are six input options for you to choose from to tailor your required data collection method.

- **Single-Line Text Box** - This is a textbox that allows the user to enter a response.
- **Multiple-Line Text Box** - This is also a textbox (textarea), except it consists of multiple lines,
- **Single-Selection Radio Buttons** - This option offers the user a choice of multiple answers, allowing them to make one selection.
- **Single-Selection Menu** - This option also offers the user a choice of multiple answers except that it is presented as a dropdown menu. It also allows the user to make one selection.
- **Multiple-Selection Menu** - This option offers multiple choices to the user, allowing multiple selections to be made. This is presented as a drop down menu plus a selection box.
- **Multiple-Selection Checkbox** - This option also offers multiple choices to the user, allowing multiple selections to be made. This is presented as checkboxes.

These fields can be required at registration or you can have them be shown after registration via the user's profile and options in the User CP. Administrators can make profile fields able to be edited only during registration or anytime.

Adding a New Custom Profile Field

[Back to Top](#)

To add a new profile field, navigate to User Profile Fields->Add New User Profile Field

The screenshot shows a dialog box titled 'Add New User Profile Field'. Under 'Profile Field Type', a dropdown menu is set to 'Single-Selection Menu'. At the bottom is a 'Continue' button.

At this screen you pick which of the six types of input that you wish to use.

Depending on which type of input field you choose to create, you will be presented with varying configuration options.

Single-Line Text Box

[Back to Top](#)

The screenshot shows the configuration options for a Single-Line Text Box. The fields include:

- Title:** Text input field.
- Description:** Large text area with scroll bars and size controls (Increase Size, Decrease Size).
- Default Value:** Text input field with a note: "You may specify a default value that is entered into this field at the time of registration."
- Max length of allowed user input:** Text input field set to 100.
- Field Length:** Text input field set to 2.
- Display Order:** Text input field set to 10.
- Field Required:** Dropdown menu set to 'No'.
- Field Editable by User:** Dropdown menu set to 'Yes'.
- Private Field:** Radio buttons: Yes (selected) and No.
- Field Searchable on Members List:** Radio buttons: Yes (selected) and No.
- Show on Members List:** Radio buttons: Yes (selected) and No.
- Regular Expression:** Text input field with a note: "You may require the input field to match a regular expression (PCRE)."

Title - The name of your profile field.

Description - Explain to the member what you want them to answer in this field.

Default Value - If the member doesn't change this field, then this will be the value stored in their profile.

Max length of allowed user input - The maximum number of characters that the member will be allowed to input.

Field Length - The HTML width of the input box on the screen.

Display Order - The order of the field in relation to any other custom profile fields.

Field Required - You can require the user to answer this field at registration. If you add it after the user registers, then they will need to answer it before they can update their profile. If set to *Yes, always* then the user will be forced to complete this field before doing anything else on the forum. If you wish to display this field at registration but not have it required, select *No, but display at registration*.

Field Editable by User - If disabled, this field will not appear to user when they edit their profile. *Only at registration* allows the user to only edit this field at registration or if the field is blank and set to be required.

Private Field - This field will only be visible to other users who have usergroup permission to view private profile fields.

Field Searchable on Members List - If enabled, this field is searchable via the Advanced Member's Search. If this field is hidden, then only Admins and Moderators will be able to search on this field.

Show on Members List - If enabled, field will appear on the member's list and if it is hidden only Administrators and Moderators will see it.

Regular Expression - Expressions allow you to filter the data you allow the user to input in the field. Regex can be rather complicated so ask for assistance if you have trouble getting this to work properly. For example, the following regex would only accept a number in the range of 1 to 50:

`^([1-9]$|[1-4][0-9]|50)$`

The following regex would only accept a 7 or 8 digit number:

`^(0-9){7,8}$`

Multiple-Line Text Box

[Back to Top](#)

The screenshot shows the configuration interface for a 'Multiple-Line Text Box' profile field. The fields include:

- Title:** A text input field.
- Description:** A large text area with scroll bars, labeled 'Large Edit Box'.
- Default Value:** A text area with placeholder text: 'You may specify a default value that is entered into this field at the time of registration.'
- Max length of allowed user input:** A text input field containing '100'.
- Field Length:** A text input field containing '2'.
- Text Area Height:** A text input field containing '4'.
- Display Order:** A text input field containing '10'.
- Field Required:** A dropdown menu showing 'No'.
- Field Editable by User:** A dropdown menu showing 'Yes'.
- Private Field:** Radio buttons for 'Yes' (selected) and 'No'.
- Field Searchable on Members List:** Radio buttons for 'Yes' (selected) and 'No'.
- Regular Expression:** A text input field with placeholder text: 'You may require the input field to match a regular expression (PCRE)'.

Title - The name of your profile field.

Description - Explain to the member what you want them to answer in this field.

Default Value - If the member doesn't change this field, then this will be the value stored in their profile.

Max length of allowed user input - The maximum number of characters that the member will be allowed to input.

Field Length - The HTML width of the input box on the screen.

Text Area Height - Sets how many line tall the box is.

Display Order - The order of the field in relation to any other custom profile fields.

Field Required - You can require the user to answer this field at registration. If you add it after the user registers, then they will need to answer it before they can update their profile. If set to *Yes, always* then the user will be forced to complete this field before doing anything else on the forum. If you wish to display this field at registration but not have it required, select *No, but display at registration*.

Field Editable by User - If disabled, this field will not appear to user when they edit their profile. *Only at registration* allows the user to only edit this field at registration or if the field is blank and set to be required.

Private Field - This field will only be visible to other users who have usergroup permission to view private profile fields.

Field Searchable on Members List - If enabled, this field is search able via the Advanced Member's Search. If this field is hidden, then only Admins and Moderators will be able to search on this field.

Regular Expression - Expressions allow you to filter the data you allow the user to input in the field. Regex can be rather complicated so ask for assistance if you have trouble getting this to work properly. For example, the following regex would only accept a number in the range of 1 to 50:

`^([1-9]| [1-4][0-9]|50)$`

The following regex would only accept a 7 or 8 digit number:

`^(0-9){7,8}$`

Note:

Multiple-Line Text box fields can not be listed on the memberlist.

Single-Selection Radio Buttons

[Back to Top](#)

Add New User Profile Field Single-Selection Radio Buttons	
Title	<input type="text"/>
Description	<input type="text"/>
Large Edit Box	<input type="text"/>
Increase Size Decrease Size	
Items Per Line	<input type="text" value="0"/>
Input 0 to display all of the controls on the same line unless they wrap due to the user's browser.	
Options	<input type="text"/>
Enter the options that the user can choose from. Separate each option with a new-line (carriage return).	
Increase Size Decrease Size	
Set Default	<input checked="" type="radio"/> Yes <input type="radio"/> No
Will set the first option as the default.	
Display Order	<input type="text" value="10"/>
Field Required	<input type="text" value="No"/>
Field Editable by User	<input type="text" value="Yes"/>
Private Field	<input type="radio"/> Yes <input checked="" type="radio"/> No
Field Searchable on Members List	<input checked="" type="radio"/> Yes <input type="radio"/> No
Show on Members List	<input checked="" type="radio"/> Yes <input type="radio"/> No

Title - The name of your profile field.

Description - Explain to the member what you want them to answer in this field.

Items Per Line - This is the number of radio buttons that will appear on one line in the user's browser. Set to 0 to have all of the choices appear on one line.

Options - Enter each of the options that the user can choose from. You need to enter each option on its own line.

Set Default - If this is set to <Yes> then the first option from above will be chose by default when the user registers.

Display Order - The order of the field in relation to any other custom profile fields.

Field Required - You can require the user to answer this field at registration. If you add it after the user registers, then they will need to answer it before they can update their profile. If set to *Yes*, *always* then the user will be forced to complete this field before doing anything else on the forum. If you wish to display this field at registration but not have it required, select *No*, *but display at registration*.

Field Editable by User - If disabled, this field will not appear to user when they edit their profile. *Only at registration* allows the user to only edit this field at registration or if the field is blank and set to be required.

Private Field - This field will only be visible to other users who have usergroup permission to view private profile fields.

Field Searchable on Members List - If enabled, this field is searchable via the Advanced Member's Search. If this field is hidden, then only Admins and Moderators will be able to search on this field.

Show on Members List - If enabled, field will appear on the member's list and if it is hidden only Administrators and Moderators will see it.

Optional Input		Help ?
Allow user to input their own value for this option	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Max length of allowed user input	100	?
Display Size	25	?
Regular Expression	You may require the input field to match a regular expression (PCRE).	

If you would like to also allow the choose the option of entering their own choice in addition to choosing one your yours, set *Allow user to input their own value for this option* to <Yes>.

Max length of allowed user input - The maximum number of characters that the member will be allowed to input.

Field Length - The HTML width of the input box on the screen.

Regular Expression - Expressions allow you to filter the data you allow the user to input in the field. Regex can be rather complicated so ask for assistance if you have trouble getting this to work properly. For example, the following regex would only accept a number in the range of 1 to 50:

`^(1-9$|[1-4][0-9]|50)$`

The following regex would only accept a 7 or 8 digit number:

`^([0-9]{7,8})$`

Single-Selection Menu

[Back to Top](#)

Add New User Profile Field Single-Selection Menu		Help ?
Title	<input type="text"/>	?
Description	<input type="text"/>	?
Large Edit Box	<input type="checkbox"/>	
Increase Size Decrease Size		
Options	<input type="text"/>	
Enter the options that the user can choose from. Separate each option with a new-line (carriage return).		
Increase Size Decrease Size		
Set Default	<input type="text" value="Yes, Including a First Blank Option"/>	?
Will set the first option as the default.		
Display Order	<input type="text" value="10"/>	?
Field Required	<input type="text" value="No"/>	?
Field Editable by User	<input type="text" value="Yes"/>	?
Private Field	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Field Searchable on Members List	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Show on Members List	<input type="radio"/> Yes <input checked="" type="radio"/> No	?

Title - The name of your profile field.

Description - Explain to the member what you want them to answer in this field.

Options - Enter each of the options that the user can choose from. You need to enter each option on its own line.

Set Default - There are three options:

- **None** - The selected option will be a blank field. If you require this field, this will force the user to make a choice.
- **Yes, Including a First Blank Option** - This sets the first option above as selected but also creates a blank option allowing the user to choose nothing if this field isn't required.
- **Yes, but No First Blank Option** - This also sets the first option above as selected but doesn't allow the user to choose a nothing since there is no empty option to choose from.

Display Order - The order of the field in relation to any other custom profile fields.

Field Required - You can require the user to answer this field at registration. If you add it after the user registers, then they will need to answer it before they can update their profile. If set to *Yes, always* then the user will be forced to

complete this field before doing anything else on the forum. If you wish to display this field at registration but not have it required, select *No, but display at registration*.

Field Editable by User - If disabled, this field will not appear to user when they edit their profile. *Only at registration* allows the user to only edit this field at registration or if the field is blank and set to be required.

Private Field - This field will only be visible to other users who have usergroup permission to view private profile fields.

Field Searchable on Members List - If enabled, this field is searchable via the Advanced Member's Search. If this field is hidden, then only Admins and Moderators will be able to search on this field.

Show on Members List - If enabled, field will appear on the member's list and if it is hidden only Administrators and Moderators will see it.

Optional Input		Help ?
Allow user to input their own value for this option	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Max length of allowed user input	100	?
Display Size	25	?
Regular Expression	<input type="text"/>	
You may require the input field to match a regular expression (PCRE).		

If you would like to also allow the choose the option of entering their own choice in addition to choosing one yours, set *Allow user to input their own value for this option* to <Yes>.

Max length of allowed user input - The maximum number of characters that the member will be allowed to input.

Field Length - The HTML width of the input box on the screen.

Regular Expression - Expressions allow you to filter the data you allow the user to input in the field. Regex can be rather complicated so ask for assistance if you have trouble getting this to work properly. For example, the following regex would only accept a number in the range of 1 to 50:

`^([1-9]|[1-4][0-9]|50)$`

The following regex would only accept a 7 or 8 digit number:

`^(0-9){7,8}$`

Multiple-Selection Menu

[Back to Top](#)

Add New User Profile Field Multiple-Selection Menu		Help ?
Title	<input type="text"/>	?
Description	<input type="text"/>	?
Large Edit Box	<input type="checkbox"/>	?
Increase Size Decrease Size		
Limit Selection	<input type="text" value="0"/>	?
Maximum number of options the user may select. Enter 0 to allow them to choose all of the options.		
Box Height	<input type="text" value="0"/>	?
Number of options to display simultaneously. 0 will display them all.		
Options	<input type="text"/>	?
Enter the options that the user can choose from. Separate each option with a new-line (carriage return).		
Increase Size Decrease Size		
Display Order	<input type="text" value="10"/>	?
Field Required	<input type="button" value="No"/>	?
Field Editable by User	<input type="button" value="Yes"/>	?
Private Field	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Field Searchable on Members List	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Show on Members List	<input type="radio"/> Yes <input checked="" type="radio"/> No	?

Title - The name of your profile field.

Description - Explain to the member what you want them to answer in this field.

Limit Selection - Limits the number of choices that the user may make. If you want to allow them to select all of the choices you offer, set this to **0**.

Box Height - Sets how many of the choices to display on the screen. If this number is smaller than the number of choices than the first X choices will be shown with the rest accessible to the user by scrolling.

Options - Enter each of the options that the user can choose from. You need to enter each option on its own line. You can enter a maximum of 32 options.

Display Order - The order of the field in relation to any other custom profile fields.

Field Required - You can require the user to answer this field at registration. If you add it after the user registers, then they will need to answer it before they can update their profile. If set to *Yes*, *always* then the user will be forced to complete this field before doing anything else on the forum. If you wish to display this field at registration but not have it required, select *No*, *but display at registration*.

Field Editable by User - If disabled, this field will not appear to user when they edit their profile. *Only at registration* allows the user to only edit this field at registration or if the field is blank and set to be required.

Private Field - This field will only be visible to other users who have usergroup permission to view private profile fields.

Field Searchable on Members List - If enabled, this field is searchable via the Advanced Member's Search. If this field is hidden, then only Admins and Moderators will be able to search on this field.

Show on Members List - If enabled, field will appear on the member's list and if it is hidden only Administrators and Moderators will see it.

Multiple-Selection Checkbox

[Back to Top](#)

The screenshot shows the 'Add New User Profile Field' interface for a 'Multiple-Selection Checkbox'. The form consists of several input fields and dropdown menus:

- Title:** A text input field.
- Description:** A large text area with a scroll bar, containing placeholder text about limiting the number of choices.
- Limit Selection:** A numeric input field with a value of 0.
- Items Per Line:** A numeric input field with a value of 0.
- Options:** A large text area for entering options, with a scroll bar.
- Display Order:** A numeric input field with a value of 10.
- Field Required:** A dropdown menu set to 'No'.
- Field Editable by User:** A dropdown menu set to 'Yes'.
- Private Field:** A radio button group where 'Yes' is selected.
- Field Searchable on Members List:** A radio button group where 'Yes' is selected.
- Show on Members List:** A radio button group where 'Yes' is selected.

Title - The name of your profile field.

Description - Explain to the member what you want them to answer in this field.

Limit Selection - Limits the number of choices that the user may make. If you want to allow them to select all of the choices you offer, set this to **0**.

Items Per Line - Sets how many of the choices to display on one line.

Options - Enter each of the options that the user can choose from. You need to enter each option on its own line. You can enter a maximum of 32 options.

Display Order - The order of the field in relation to any other custom profile fields.

Field Required - You can require the user to answer this field at registration. If you add it after the user registers, then they will need to answer it before they can update their profile. If set to *Yes, always* then the user will be forced to complete this field before doing anything else on the forum. If you wish to display this field at registration but not have it required, select *No, but display at registration*.

Field Editable by User - If disabled, this field will not appear to user when they edit their profile. *Only at registration* allows the user to only edit this field at registration or if the field is blank and set to be required.

Private Field - This field will only be visible to other users who have usergroup permission to view private profile fields.

Field Searchable on Members List - If enabled, this field is searchable via the Advanced Member's Search. If this field is hidden, then only Admins and Moderators will be able to search on this field.

Show on Members List - If enabled, field will appear on the member's list and if it is hidden only Administrators and Moderators will see it.

Modifying Existing Custom Profile Fields

[Back to Top](#)

Editing a profile field follows the same procedures as adding a profile field. Navigate to User Profile Fields->User Profile Field Manager and select <Edit> next to the field you wish to edit.

There are a few points that you must consider when modifying an existing custom profile field.

The first is that profile fields are limited in what other field types that they can be converted to.

- Single-Line Text box can be converted to a Multiple-Line Text box and vice versa
- Multi-Selection Checkbox can be converted to a Multi-Selection Menu and Vice Versa

Any other conversions are not supported.

Secondly, a special form is required when modifying the user choices in the two Multi-Selection fields.

If you wish to add, delete or change the order of the options of a *Multiple-Selection Menu* or a *Multiple-Selection Checkbox* you will see the option Fields with a button labeled [Modify]. Pressing the [Modify] will present you with a screen like the following:

Move Option		
<input checked="" type="checkbox"/>	1	[Rename] [Delete]
<input checked="" type="checkbox"/>	2	[Rename] [Delete]
<input checked="" type="checkbox"/>	3	[Rename] [Delete]
<input checked="" type="checkbox"/>	4	[Rename] [Delete]
<input checked="" type="checkbox"/>	5	[Rename] [Delete]

Add	
Name	<input type="text"/>
Position	After '5' ▾
Add New Option Reset	

To move an item up in the list, press the up arrow to the left of the item and to move an item down press the down arrow to the left of the item.

To rename or delete an item, choose the appropriate <link> to the right of the item.

To add a new choice to the list, enter the name of the choice in the box labeled *Name* and select where you want the new item to appear by changing the value of *Position*.

Paid Subscriptions

[Back to Top](#)

The vBulletin Subscriptions system allows you to charge your visitors for access to specific areas and services that you may offer.

In general, this is achieved by temporarily making a subscribed user into a member of one or more specific usergroups, which have access to the site areas or services for which they have paid.

An Introduction to Subscriptions

[Back to Top](#)

The Subscriptions system present in vBulletin allows the owner of the board the opportunity to create income via the forums.

Payment is processed automatically via the various online processors that support a call back to a user defined script, this allows the system to be virtually maintenance free.

Note:

If you run vBulletin with any sort of HTTP authentication system then the callback by the online processors will be subject to the same conditions and the subscription will not go through.

Payment API Manager

[Back to Top](#)

This section will explain how to setup the appropriate variables to integrate with external Payment Gateways.

Paid Subscriptions > Payment API Manager will present you with the following screen, the Payment API Manager allows you to change the appropriate variables regarding payment as well as enable and disable a particular gateway.

Payment API Manager			Help ?
Title	Active	Controls	
Paypal	✓	Edit Go	
NOCHEX	○	Edit Go	
Authorize.Net	✓	Edit Go	
Worldpay	○	Edit Go	
2Checkout	✓	Edit Go	
CCBill	✓	Edit Go	

Within debug mode further Payment API's can be added, please refer to the Developer Documentation on how to create a Payment API.

PayPal

[Back to Top](#)

- 1 Log in to your [PayPal](#) account
- 2 Click on the Profile subtab
- 3 Click on the Instant Payment Notification Preferences link in the 'Selling Preferences' column
- 4 Click Edit

You should now be presented with a screen containing the following:

Instant Payment Notification Preferences

Instant Payment Notification (IPN)

Instant Payment Notification integrates PayPal payment notification and authentication with your website's back-end operations. Check this box to activate Instant Payment Notification, and enter the URL at which you will receive the payment notifications below. This URL should be a URL which you own and at which you receive HTML posts.

Note: Before activating Instant Payment Notification, please [read the instructions](#) to ensure that you can support the notification and authentication system.

Note:

If the Instant Payment Notification link is not present you will need to apply for Premier Account or a Business Account from PayPal.

Check the checkbox to activate Instant Payment Notification and enter the following URL below the checkbox.

http://www.example.com/forums/payment_gateway.php?method=paypal

Click [Save]

- 5 Go to Paid Subscriptions > Payment API Manager > PayPal in your AdminCP where you will be presented with the following screen:

Payment API: Paypal (Id: 1)

Title	Paypal	Help ?
Active	<input checked="" type="radio"/> No <input type="radio"/> Yes	?
Classname	paypal	
Supported Currency	usd,gbp,eur,aud,cad	
Supports Recurring Payments	Yes	
PayPal Email		
Please enter your PayPal email, all references to the subscription service will use this email.		
PayPal Primary Account Email		
Your PayPal primary account email that corresponds to the address above, this is required for recurring subscription verification.		
Update Reset		

- 6 Enter your PayPal email address in the PayPal email field. This does not need to be the primary email address for your PayPal account and can be any email address associated with your PayPal account that you wish to use for payments received from your forum.
- 7 If you wish to use recurring subscriptions, you also need to enter your primary email address for your PayPal account in the PayPal Primary Account Email field.

Your completed PayPal page will then look like either

PayPal Email

Please enter your PayPal email, all references to the subscription service will use this email.	payments@example.com
PayPal Primary Account Email	
Your PayPal primary account email that corresponds to the address above, this is required for recurring subscription verification.	payments@example.com

where the PayPal email address used for your forum is the same as the primary email address for your PayPal account, or

PayPal Email

Please enter your PayPal email, all references to the subscription service will use this email.	vbulletin@example.com
PayPal Primary Account Email	
Your PayPal primary account email that corresponds to the address above, this is required for recurring subscription verification.	payments@example.com

where the PayPal email address is different to the primary email address for your PayPal account.

- 8 Finally, to activate the PayPal API for paid subscriptions, change the Active setting to Yes.

NOCHEX

[Back to Top](#)

- 1 Log in to your [NOCHEX](#) account
- 2 Click on the 'Edit Automatic Payment Confirmation Details' link

You should now be presented with a screen containing the following:

Enter the URL of the page you want confirmations to be sent to:	
<input type="text"/>	
Save Changes	

Note:

If the 'Edit Automatic Payment Confirmation Details' link is not present you will need to contact NOCHEX support and request that your account have this feature activated.

Enter the following URL in the input box:

http://www.example.com/forums/payment_gateway.php?method=nochex

Click [Save Changes]

- 3 Go to Paid Subscriptions > Payment API Manager > NOCHEX in your vBulletin AdminCP where you will be presented with the following screen:

Payment API: NOCHEX (Id: 2)

Title	NOCHEX	Help ?
Active	<input checked="" type="radio"/> No <input type="radio"/> Yes	?
Classname	nocdex	
Supported Currency	gbp	
Supports Recurring Payments	No	
NoChex Email		
Please enter your NoChex email, all references to the subscription service will use this email.		
Update Reset		

and enter your NOCHEX email address in the NOCHEX email field.

- 4 Finally, change the active setting to Yes to activate payments via NOCHEX in vBulletin

Note:

NOCHEX does NOT support recurring payments.

[Back to Top](#)

Worldpay

- 1 Log in to the [WorldPay CMS](#)

You should now be presented with a screen containing the following:

Installations		
Installation ID	Payment Page Editor	Configuration options
1234 (Select Junior)		
12345 - WorldAccess (WorldAccess)		

- 2 Click Configuration Options next to the Installation which has (Select Junior). This will lead you to the configuration screen which should look like the following:

Merchant's shop URL:

Store-builder used: 1AutomationWiz Use default:

store-builder: if other - please specify: Use default:

Callback URL: forums/subscriptions/worldpay.php Use default:

Callback enabled?: Use default:

FuturePay callback Enabled?: Use default:

Use callback response?: Use default:

Callback suspended?: Use default:

Callback failure count: 0 Use default:

Callback Failure Alert email address: webmaster@example.com Use default:

FuturePay daily reports?: Use default:

Info servlet password: Confirm: Use default:

Callback password: Confirm: Use default:

MD5 secret for transactions: Confirm: Use default:

SAVE CHANGES

- 3 Enter the following URL in the 'Callback URL' field:

http://www.example.com/forums/payment_gateway.php?method=worldpay

- 4 Check the 'Callback enabled?' checkbox.
- 5 Within the 'Callback password' field enter an appropriately secure password, this will be used for verifying transactions.

Click [Save Changes]

- 6 Go to Paid Subscriptions > Payment API Manager > Worldpay in your vBulletin AdminCP where you will be presented with the following screen:

Payment API: Worldpay (Id: 3) [Help](#)

Title: ?

Active: No Yes ?

Classname: worldpay

Supported Currency: usd,gbp,eur

Supports Recurring Payments: No

WorldPay Installation ID
The Install ID that is generated by the WorldPay CMS for the subscription callback.
Please read the manual for instructions on how to change the password.

WorldPay Callback Password
The password entered during the creation of the subscription callback within the WorldPay CMS.

Update **Reset**

- 7 Enter your Installation ID that was displayed in the initial login to the WorldPay CMS and the password you setup within the CMS in the relevant fields on this page.

- 8 To activate WorldPay payments in your forum, change the Active setting to Yes

Note:

WorldPay does NOT support recurring payments.

Authorize.Net

[Back to Top](#)

- 1 Log in to [Authorize.Net](#) merchant account

- 2 Click Settings on the left menu

- 3 Under the 'Transaction Response' group click Relay Response

You should now be presented with a screen containing the following:

Default Relay Response URL
Specify the default URL to which the Payment Gateway should return the relay response. If no Relay Response URL is passed in with the transaction, the following default URL will be used.
URL <input type="text"/>
<input type="button" value="Submit"/>

- 4 You should now enter the following URL, adjusted to your forum:

http://www.example.com/forums/payment_gateway.php?method=authorizenet

Click [Submit]

- 5 You should now be on the main Settings screen again, click 'Obtain Transaction Key' under the Security group. Enter the appropriate secret information and a new key will be generated for you.

Note:

If you already know your transaction key you dont need to generate a new one.

- 6 To set the Login ID and transaction key go to Paid Subscriptions > Payment API Manager > Authorize.Net in your vBulletin AdminCP where you will presented with the following page:

- 7 Complete the Authorize.Net Login ID and Authorize.Net Transaction Key with your login for Authorize.net and the transaction key that you have generated in the relevant fields.

- 8 If you have a MD5 Hash Security Key for your Authorize.net account, then you can enter it in the MD5 Hash Security Key field. This is not a required field, so if this field is not completed then it will not affect the operation of the paid subscriptions.

- 9 Finally, to activate Authorize.Net payments, change the Active setting to Yes.

Note:

Authorize.Net does NOT support recurring payments.

2Checkout

[Back to Top](#)

- 1 Log in to your [2CO](#) account
- 2 Click on "Account"
- 3 Click on "Site Management".
- 4 Find the option labeled "Direct Return". Set this option to "Header Redirect".
- 5 Find the option "Approval URL", place the URL to your gateway.php. Example:
http://www.yourforum.com/payment_gateway.php?method=2checkout
- 6 Save these options
- 7 Locate and click the "Products" link to go to your "Products List" page.
- 8 Choose an existing product or create a new one. Note Your Product ID for the product that you wish to add a subscription for within vBulletin.
- 9 Next you need to associate the subscriptions that you have in your 2CO account with your vBulletin subscriptions. Go to Paid Subscriptions > Subscription Manager. Choose an existing subscription or create a new one. You must enter the Product ID from the previous step into the 2CO Prod ID field. If you create multiple 2CO subscriptions you can enter them all into one vBulletin subscription or you can create multiple vBulletin subscriptions for each 2CO subscription. You should match the cost to the value you chose for your 2CO subscription.

Cost										Help ?
U.S. Dollars	Pounds Sterling	Euros	Australian Dollars	Canadian Dollars	Subscription Length	Recurring	CCBill SubID	2CO ProdID	Options	
5.00	3.00	1.00	0.00	0.00	2	<input type="checkbox"/>		<input type="checkbox"/>	Delete	<input type="button" value="Days"/>
0.00	0.00	0.00	0.00	0.00		<input type="checkbox"/>		<input type="checkbox"/>	Delete	<input type="button" value="Days"/>
Update Reset										

- 10 Go to Paid Subscriptions > Payment API Manager > 2Checkout where you will be presented with the following page:

Payment API: 2Checkout (id: 5)		Help ?
Title	2Checkout	?
Active	<input checked="" type="radio"/> No <input type="radio"/> Yes	?
Classname	2checkout	
Supported Currency	usd	
Supports Recurring Payments	No	
2Checkout Vendor ID Number	Your numerical vendor ID.	
2Checkout Secret Word	The secret word as set within the Look and Feel page of your 2Checkout account.	
Update Reset		

- 11 Enter your 2Checkout Vendor ID Number and 2Checkout Secret Word in the fields provided.

- 12 To activate payments using 2CO change the Active setting to Yes.

Note:

2Checkout does NOT support recurring payments.

CCBill

Setting up CCBill to work properly with vBulletin can be moderately difficult to accomplish. CCBill is designed to manage the user accounts of payments it receives. This conflicts with vBulletin since vBulletin needs to handle its own user accounts. Still, this can be worked around for the most part to allow CCBill to successfully work as a payment processor with vBulletin.

[Back to Top](#)

- 1 Login to your [CCBill](#) account.

- 2 Go to CCBill Admin > Account Setup > Choose Subaccount

Choose Subaccount	
<p>The Account Setup Wizard provides you with a quick and easy way to setup a subaccount for a website, including pricing options and create a standard Signup Form for CCBill accounts. After completing the wizard and posting your standard form code, you can setup and customize additional Signup Forms for this subaccount by simply clicking on Account Admin, selecting this subaccount, and then using the Form Admin link located in the Selection Pane.</p>	
New Subaccount #: <input type="text" value="0002"/>	
Next >>	

In this example our Subaccount will be 0002. Write this number down under the label **CCBill Client Sub Account Number**. Later you will need to enter it into the Payment API Manager in the vBulletin Admin Control Panel. Press [Next >>] when this page is completed.

- 3 CCBill Admin > Account Setup > Website Info

Approval URL	
<p>CCBill will link the consumer to this web location after a successful signup. This is typically the members area or a purchase receipt. The Approval URL must be specified, if the subaccount will be processing transactions through CCBill.</p>	
Denial URL	
<p>The URL for the webpage to be displayed after a consumer's purchase has been declined. Typically this is an alternate billing method such as a dialer or secondary credit card processor, which gives consumers a different way to pay for their memberships. CCBill will automatically redirect your customers to this URL address after an unsuccessful signup.</p>	

This screen has several options, with only two options pertaining to vBulletin. You need to set the Approval URL and Denial URL. These are the locations that your clients will be directed to go to after a purchase or denial. This can be any URL, but you probably want to use the URL to your forum. Fill this information out along with the other options and press [Next >>].

- 4 CCBill Admin > Account Setup > User Management

User Management <http://www.example.com>

User Management refers to the criteria that controls and secures your members/ consumer authentication data. Usernames and passwords control the access to the members area of the website. Below are the default criterion you previously setup for your Account's User Management.

If you would like to continue to utilize this type of User Management for the subaccount, click the **Next >>** button. If you would like to utilize a different type of User Management for this subaccount, click the **Modify** button.

User Management:	UNIX CGI
Collect Username/Password:	Show Username and Password Text Fields
Username Type:	USER DEFINED
Email User Management Errors:	

[<< Prev](#) | [Modify](#) | [Next >>](#) |

vBulletin manages user accounts so we need to disable user management within CCBill for this sub account. Press [Modify].

5 CCBill Admin > Account Setup > User Management - Modify

User Management - Modify <http://www.example.com>

Displayed below are the default settings for your Account's User Management. Use the predefined settings to change this subaccount's User Management criteria.

User Management Type:	<input type="button" value="None"/>
The operating system, which allows CCBill to administer the authentication system. Choosing None allows you to administer the user management system, instead of CCBill.	
Username Type:	<input type="button" value="USER DEFINED"/>
This specifies the system to use for authentication of the members/ subscribers.	
<ul style="list-style-type: none"> User Defined - You enter the authentication data. Your subscribers choose unique usernames and passwords for their individual use. CCBill ensures that no identical usernames and passwords are issued. Stored - You upload a library of specific usernames and passwords. CCBill assigns them individually to your subscribers. CCBill needs to have an email address to communicate when to upload additional authentication data. For example, if the library is down to 2000 names/passwords, CCBill will relay a message via email informing you that it is time for the authentication data upload. Random - CCBill automatically generates unique usernames and passwords for the subscribers. 	
Collect Username/Password:	<input type="button" value="Hide both Username and Password"/>
If CCBill is administering the user management, this provides the preferred method to give the authentication data to the subscribers.	
Min. Username Length:	<input type="button" value="10"/>
Specify the minimum number of characters for the username.	
Max. Username Length:	<input type="button" value="10"/>
Specify the maximum number of characters for the password.	
Min. Password Length:	<input type="button" value="10"/>
Specify the minimum number of characters for the password.	
Max. Password Length:	<input type="button" value="10"/>
Specify the maximum number of characters for the password.	
Email User Management Errors:	<input type="button" value=""/>
The email address to receive the user management error information from CCBill. This occurs when consumers try to sign up and CCBill is unable to add them to the authentication system.	

[<< Prev](#) | [Next >>](#) |

User Management Type - Select None

Collect Username/Password - Select Hide both Username and Password

Min. Username Length - Change to 10

Max. Username Length - Change to 10

Min. Password Length - Change to 10

Max. Password Length - Change to 10

Complete the other options to your liking and then click [Next >>].

6 CCBill Admin > Account Setup > Server Info

As alluded to previously, CCBill was designed to manage the user accounts of your members. Since you will not be using CCBill in this capacity, choose Other for the **SystemType** option. CCBill will not need to have access

to your server as nothing will be installed on it. You will need to complete the non FTP options so that CCBill support can verify your website is acceptable. Press [Next >>].

7 CCBill Admin > Account Setup > Pricing Options

Only one time billing is supported by CCBill with vBulletin. For the **Select Pricing Option Type** option, select Single Billing Type. CCBill does not support the necessary callback routines to notify vBulletin when a recurring billing type is re billed. Press [Next >>].

8 CCBill Admin > Account Setup > New Single Pricing Option

New Single Pricing Option http://www.example.com

Setup the one time billing options. CCBill charges the consumer the amount only once.

Price: \$. (**\$2.95 to \$100.00**)

Enter the amount to bill the consumer. The cost for the one time subscription is in U.S. dollars.

Period: day(s) (2 to 365)

The duration or length of the subscription is measured in days.

<< Prev **Next >>**

Choose a price for your subscription and a period in days. You will need to write this information down since you will need to duplicate it in the [vBulletin Subscription Manager](#). Unlike the other payment processors, CCBill must have each subscription setup within its Admin Center as well as within vBulletin. Press [Next >>]

9 CCBill Admin > Account Setup > Pricing Options Overview

This screen will display the subscription that you just created. Next to the subscription will be a number under the label of ID. Write this number down next to the payment and length of this subscription. You may choose to add more subscriptions at this point by selecting Create New Pricing Option. Ensure that you write down the ID number for each subscription that you create.

Note:

You may also retrieve these numbers later if you forget.
When done, press [Next >>].

10 CCBill Admin > Account Setup > Standard Form Layout

You must now choose the style of form that will be shown to your members when they are paying for your CCBill subscriptions. Choose the form that appeals to you and click [Next >>].

11 CCBill Admin > Account Setup > Standard Form Theme

You must now choose a theme for your form. Choose the theme that appeals to you and click [Next >>].

Note:

You may customize your form in greater detail later

12 CCBill Admin > Account Setup > Standard Index Page

This page is not used by vBulletin so click [Next >>].

13 CCBill Admin > Account Setup > Final Instructions

Click [Finish].

14 CCBill Admin > Modify Subaccount > Advanced > Background Post Information

Your sub account and at least one subscription has now been completed. On the left side of the screen click on Advanced.

123456-0002

0002 - example.

Modify Subaccount

- Basic
- Advanced

You now need to enter urls that point back to your forum. In this example, our forums' url is <http://www.example.com/vb3>.

Background Post Information

The Advanced page allows you to set up the Background Post info, Cancel info, etc, for a subaccount.

CCBill can optionally post the customer's data (minus credit card and checking details) when a transaction is finished. Additionally, this includes information you send to CCBill by way of specific URLs.

Approval Post URL

The URL that CCBill will send basic form data, via an HTTP Post, for new sign up attempts that are approved.

Denial Post URL

The URL that CCBill will send basic form data, via an HTTP Post, for new sign up attempts that are declined.

Approval Post URL - Enter http://www.example.com/vb3/payment_gateway.php?method=ccbill

Denial Post URL- Enter http://www.example.com/vb3/payment_gateway.php?method=ccbill

You may increase the security of your CCBill transactions by including a secret word. If you wish to do this, instead of the above enter:

Approval Post URL - Enter [http://www.example.com/vb3/payment_gateway.php?](http://www.example.com/vb3/payment_gateway.php?method=ccbill&secretword=ABCDEF)

method=ccbill&secretword=ABCDEF

Denial Post URL- Enter [http://www.example.com/vb3/payment_gateway.php?](http://www.example.com/vb3/payment_gateway.php?method=ccbill&secretword=ABCDEF)

method=ccbill&secretword=ABCDEF

Replace **ABCDEF** with your own secret word. Make note of this secret word as you will need to enter it into the [vBulletin Subscription Manager](#) later. Press [Update].

15 Click View Subaccount Info on the left side of the menu.

16 CCBill Admin > Subaccount

On the right side of the screen, find the box that contains your form. It will appear similar to

Name	Type	Description
74cc	CREDIT	Red Theme
74ck	CHECK	Red Theme
More...		

Write down the name of the CREDIT form. In our example, the name is **74cc**. You will need to enter it into the [vBulletin Subscription Manager](#) later.

17 At this point vBulletin is ready to accept your CCBill options. Log into your vBulletin Admin Control Panel and go to Paid Subscriptions > Payment API Manager. Edit the **CCBill API**.

CCBill Client Main Account Number
This is the main account number for your CCBill account. <input type="text" value="123456"/>
CCBill Client Sub Account Number
This is the four digit code that corresponds to the sub account that you have created within CCBill for use with vBulletin. <input type="text" value="0002"/>
CCBill Form Character Code
The Form Name Code corresponds to the 3 (or more) digit code that you have created within CCBill for this sub account. <input type="text" value="74cc"/>
CCBill Secret Word
A secret word can be used to increase the security of accepting CCBill transactions. This is not required. <input type="text" value="ABCDEF"/>
Datalink Username
This is the username to access the CCBill Datalink server. This is not required to utilize CCBill as a payment processor but it is required if you want to subscriptions to be updated when a payment is refunded, voided, or charged back. <input type="text" value="larke1"/>
Datalink Password
This is the password to access the CCBill Datalink server. This is not required to utilize CCBill as a payment processor but it is required if you want to subscriptions to be updated when a payment is refunded, voided, or charged back. <input type="text" value="lilie1"/>
Update Reset

You have six options to complete.

CCBill Client Main Account Number - This is your main CCBill account number. It is used to login to your account.

CCBill Client Sub Account Number - You wrote this number down in Step 2 and it was 0002 in our example. Make sure to include any leading zeroes that are included as the number should be four digits.

CCBill Form Character Code - You wrote this down in the previous step, 16. It was 74cc in our example.

CCBill Secret Word - This is optional but if you chose a secret word in step 14 then enter it here exactly the same. Our example was ABCDEF.

Datalink Username - This is a 6-8 character alphanumeric name. It must contain at least one number and one letter. Choose an username now for usage later when Datalink is configured.

Datalink Password - This is a 6-8 character alphanumeric password. It must contain at least 1 number and one letter. Choose a password now for usage later when Datalink is configured.

Press [Update].

- 18 Next you need to associate the subscriptions that you created in the CCBill admin with your vBulletin subscriptions. Go to Paid Subscriptions > Subscription Manager. Choose an existing subscription or create a new one. You must enter the subscription ID from Step 9 into the CCBill SubID field. If you create multiple CCBill subscriptions you can enter them all into one vBulletin subscription or you can create multiple vBulletin subscriptions for each CCBill subscription. You should match the U.S. Dollars amount and the Subscription Length to the values you chose for your CCBill subscription(s). CCBill only accepts payments in US Dollars.

Cost										Help ?
U.S. Dollars	Pounds Sterling	Euros	Australian Dollars	Canadian Dollars	Subscription Length	Recurring	CCBill SubID	Options		
1.00	2.00	3.00	0.00	0.00	1	<input type="checkbox"/>	12448	Delete	Weeks	
0.00	4.00	0.00	0.00	0.00	1	<input type="checkbox"/>		Delete	Days	
1.00	2.00	3.00	4.00	5.00	1	<input type="checkbox"/>		Delete	Days	
0.00	0.00	0.00	0.00	0.00	1	<input type="checkbox"/>		Delete	Days	
Update Reset										

vBulletin and CCBill should now be configured properly to process payments together. The next step is configuring CCBill and vBulletin so that vBulletin can be notified when a CCBill payment is refunded, voided, or charged back. This is necessary so that these subscriptions can be ended on the vBulletin side. Most payment processors will contact vBulletin when this situation occurs but CCBill works in the opposite direction. vBulletin must contact the CCBill server on an ongoing basis and ask for a list of reversed transactions.

CCBill offers their Data Link Services Suite to facilitate this interaction. You should have already chosen an username and password for Data Link in step 17. Now you must go back to your CCBill Admin so that an accompanying account can be created to allow vBulletin access.

Note:

CCBill requires the connection to Data Link to be done via SSL (https) which means that your PHP installation will require openSSL support to be included. Please contact your host if you need openSSL support installed

1 CCBill Admin

Click on the Premium Features link at the top of the CCBill Admin screen

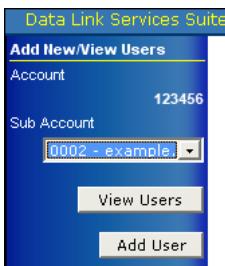
2 CCBill Admin > Premium Features

Click on Value Added Features link on the upper left side of the screen.

3 CCBill Admin > Value Added Features

Click on Data Link Services Suite at the bottom of the page.

4 CCBill Admin > Value Added Features > Data Link Services Suite



Under Sub Account select the account that you previously setup for vBulletin in step 2 at the beginning of this document. Click [Add User].

5 CCBill Admin > Value Added Features > Data Link Services Suite > Add New User

Add New User

Use the Add New User screen to create a new user for the Data Link Extract and the SMS Services. Once you have created a user, you cannot delete their information. You can only modify the user's password and IP address or ranges.*
 *Username, Password, Retype Password and Valid IP.s are all required fields. You must have at least one valid IP or range.

Account :	123456-0002
Username :	<input type="text" value="larke1"/>
** Password :	<input type="password" value="*****"/>
Retype Password :	<input type="password" value="*****"/>
Subsystem :	<input checked="" type="checkbox"/> Datalink Extract
** : Password must be 6-8 alphanumeric characters	
Valid IPs :	<input type="text" value="Enter IP Range"/> <input type="text" value="192"/> . <input type="text" value="168"/> . <input type="text"/> . <input type="text" value="100"/> <input type="button" value="Add To Valid IP's"/>
<input type="button" value="Store User"/>	

Enter the username and password that you created in step 17 for Data Link. If your chosen username or password is not accepted, you'll need to remember to update vBulletin with your new username and password as well. Enter your server's ip address in the IP Address field. If you have a multi-server setup, enter every server's ip address. Press [Store User].

Note:

CCBill does NOT support recurring payments.

Moneybookers

[Back to Top](#)

- 1 Log into your MoneyBookers account and set up a secret word
- 2 Go to Paid Subscriptions > Payment API Manager > MoneyBookers where you will get the following screen:

Payment API: Moneybookers (Id: 6)

Title	<input type="text" value="Moneybookers"/>	Help ?
Active	<input checked="" type="radio"/> No <input type="radio"/> Yes	?
Classname	moneybookers	?
Supported Currency	usd,gbp,eur,aud,cad	?
Supports Recurring Payments	No	?
MoneyBookers Email		
Please enter your MoneyBookers email, all references to the subscription service will use this email.		
Moneybookers Secret Word		
Secret Word in lowercase as typed into your Moneybookers Profile		
<input type="button" value="Update"/> <input type="button" value="Reset"/>		

- 3 Enter your MoneyBookers Email and Moneybookers Secret Word in the fields provided.

Note:

The Moneybookers Secret Word must be entered in lowercase.

- 4 To activate payments using MoneyBookers, set the Active setting to Yes.

Note:

MoneyBookers does NOT support recurring payments.

Adding or Editing a Paid Subscription

[Back to Top](#)

To add a Subscription, click Subscriptions > Add New Subscriptions. You will be presented with a screen like this:

Add New Subscription		Help ?
Title	<input type="text"/>	?
Description	<input type="text"/>	?
Increase Size Decrease Size		
Active	<input checked="" type="checkbox"/> Yes	?
Tax	<input type="checkbox"/> Yes	?
Shipping Address	<input type="text" value="None"/>	?
Display Order	<input type="text" value="1"/>	?
Usergroup Options		
Primary Usergroup	<input type="text" value="No Change"/>	
Additional Usergroups	<input type="checkbox"/> (COPPA) Users Awaiting Moderation <input type="checkbox"/> Administrators <input type="checkbox"/> Banned Users <input type="checkbox"/> Example Joinable Group <input type="checkbox"/> Moderators <input type="checkbox"/> Registered Users <input type="checkbox"/> Super Moderators <input type="checkbox"/> Unregistered / Not Logged In <input type="checkbox"/> Users Awaiting Email Confirmation	

- **Title** – Subscription title.
- **Description** – a short description which can be used to describe what the subscription offers.
- **Active** – if checked users will be able to subscribe to this Subscription.
- **Tax** – if checked tax will apply to a payment made to the user, this is mainly for Paypal.

- **Shipping** – if checked shipping information will be required with the payment information.
- **Primary Usergroup** – the primary usergroup that the subscription should change, this is not always required.
- **Additional Usergroups** – the secondary usergroups that the user joins on subscription.

The access masks for a user may also be changed so that the user may gain access to a private forum.

Forums

Here you can select which forums the user will be able to access once subscribed.

Selecting "yes" will allow this user access to the forum.

Selecting "default" will use default permissions settings for their usergroup.

(Please note that the permission inheritance system still works here)

(Ensure that you have access masks enabled before attempting to use these!)

Main Category	<input type="radio"/> Yes <input checked="" type="radio"/> Default
- - Main Forum	<input type="radio"/> Yes <input checked="" type="radio"/> Default
Testing	<input type="radio"/> Yes <input checked="" type="radio"/> Default

Save **Reset**

Please read the [permission](#) system section for further information regarding access masks and usergroups.

Cost and length are now a separate entity within the Subscription Manager so that a single Subscription can have multiple lengths and payment amounts, there is also the ability to add a recurring subscription.

The screen is as follows:

Cost

U.S. Dollars	Pounds Sterling	Euros	Australian Dollars	Canadian Dollars	Subscription Length	Recurring	Options
0.00	0.00	0.00	0.00	0.00	Days	<input type="checkbox"/>	Delete
0.00	0.00	0.00	0.00	0.00	Days	<input type="checkbox"/>	Delete

Update **Reset**

- **Subscription Length** – the length before the subscription lapses, note PayPal has a limit of 100 days for recurring subscriptions.
- **Recurring** – if checked any future subscriptions created will be recurring.

Warning:

Do not change the cost of a Subscription if a recurring payment is currently in use, these payments will fail to update.

Warning:

Do not set a Paypal subscription to greater than 100 days. Use the *months* or *years* options to set subscriptions greater than 100 days.

Practical Example of a Paid Subscription

[Back to Top](#)

We will assume that the appropriate payment gateways have been setup and that one of them is enabled within the Settings section of the Admin Control Panel.

The subscription will offer some benefits over our a regular user such as increased attachment space, large avatars and more private messaging space.

Creating the new Usergroup

- 1 Login to the Admin Control Panel
- 2 Open the Usergroups menu and click "Add New Usergroup"
- 3 At the top of the screen choose "Registered Users" from the Create usergroups Based off of Usergroup menu and click [Go]
- 4 Adjust usergroup permissions appropriately, increasing attachment space, avatar dimensions and private messaging space
- 5 Click [Save]

Create Usergroup Based off of Usergroup:

Add New Usergroup

Title	<input type="text" value="Example Paid Group"/>
Description	<input type="text"/>
User Title (Use this to override the default 'ladder' of user titles)	<input type="text"/> <input type="text"/>
Username HTML Markup (Specify an opening and closing HTML tag with which to display the names of users in this group. This applies to names that appear on Logged-in Users, Who's Online, Users Browsing Forum, Users Browsing Thread, Posts, Member List etc.)	<input type="text"/> <input type="text"/>
Password Expiry (If you specify a number of days here, users will be required to change their password when this amount of time elapsed since they last changed)	<input type="text" value="0"/>
Password History (If you specify a number of days here, users will not be allowed to change their password to a value that they have used in the past x days. Note: this setting has no effect if password expiry is set to 0 days)	<input type="text" value="0"/>

Creating the subscription

- 1 Open the Subscriptions menu and click "Add New Subscription"
- 2 Enter the appropriate title, description, length and cost for your subscriptions
- 3 On the right of the screen there will be a Usergroup Options table, under Additional Usergroups check the Usergroup that you created earlier in this example
- 4 Click [Save]

Add New Subscription

Title	<input type="text" value="Extra Access"/>	?
Description	<input type="text" value="Improve your access"/>	?
Increase Size Decrease Size		
Active	<input checked="" type="checkbox"/> Yes	?
Tax	<input type="checkbox"/> Yes	?
Shipping Address	<input type="text" value="None"/>	?
Display Order	<input type="text" value="1"/>	

Usergroup Options

Primary Usergroup	<input type="text" value="No Change"/>
Additional Usergroups	<input type="checkbox"/> (COPPA) Users Awaiting Moderation <input type="checkbox"/> Administrators <input type="checkbox"/> Banned Users <input type="checkbox"/> Example Joinable Group <input checked="" type="checkbox"/> Example Paid Group <input type="checkbox"/> Moderators <input type="checkbox"/> Registered Users <input type="checkbox"/> Super Moderators <input type="checkbox"/> Unregistered / Not Logged In <input type="checkbox"/> Users Awaiting Email Confirmation

Cost

U.S. Dollars	Pounds Sterling	Euros	Australian Dollars	Canadian Dollars	Subscription Length	Recurring	Options
<input type="text" value="5.00"/>	<input type="text" value="4.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="0.00"/>	<input type="text" value="14"/> <input type="button" value="Days"/>	<input type="checkbox"/>	Delete
Save Reset							

Visible within the User Control Panel should be the Paid Subscriptions which should display the following:

Available Subscriptions

Extra Access	Validity Period: 14 Days
Extra Access	Cost:
Improve your access	\$5.00
<input type="button" value="Order"/>	
Validity periods marked * indicate that purchasing this subscription will extend your existing subscription of that type.	

Subscription Manager

[Back to Top](#)

To edit existing subscriptions or to perform any management on subscription users, go to Subscriptions > Subscription Manager. This will display all subscriptions setup in the system with the number of currently active subscriptions and those which are inactive.

Subscription Manager					
Title	Cost	Active	Completed	Total	Controls
Extra Access	\$5.00	0	0	0	<input type="button" value="Edit"/> <input type="button" value="Go"/>
Add New Subscription					

- **Title** – the title of your Subscription.
- **Active** – the number of users with active subscriptions.
- **Completed** – the number of users with completed subscriptions.
- **Total** – the total number of users with active or completed subscriptions.
- **Display Order** – the order in which subscriptions will be displayed on the forum, a lower value will appear above a higher value.
- **Controls** – these options allow you to edit a subscriptions, manage users with a subscriptions or manually add a user to a subscription.

Manually Adding A Subscribed User

[Back to Top](#)

A user can be manually added to a subscription in the case that they have transferred funds in another way. From the [Subscription Manager](#) select Add User from the Controls menu.

You will be presented with a screen containing the following:

Add User

User Name	<input type="text"/>				
Start Date	Month	Day	Year	Hour	Minute
	<input type="button" value="March"/>	<input type="button" value="4"/>	<input type="button" value="2004"/>	<input type="button" value="19"/>	<input type="button" value="56"/>
Expiry Date	Month	Day	Year	Hour	Minute
	<input type="button" value="March"/>	<input type="button" value="18"/>	<input type="button" value="2004"/>	<input type="button" value="19"/>	<input type="button" value="56"/>
Active	<input type="radio"/> No <input checked="" type="radio"/> Yes				
<input type="button" value="Save"/> <input type="button" value="Reset"/>					

You should enter the username that this subscription applies to and adjust the dates if appropriate, by default these are the lengths for the subscription.

Transaction Log

[Back to Top](#)

The Transaction Log is where all successful payment transaction posted to your forum can be viewed. This log is the actual history of transactions posted to your forum by the payment processors. These transactions are comprised of successful charges and reversals.

This log offers several search options that enable you to narrow down searches to specific criteria.

Transaction Log

Start Date	Month	Day	Year
	May	8	2005
End Date	Month	Day	Year
	May	8	2006
Subscription	All Subscriptions		
Processor	All Processors		
Currency	All Currency		
Type	All Types		
User Name	<input type="text"/>		
Order By	Date		
Go Reset			

Transaction Lookup

Transaction ID	<input type="text"/>
Exact Match	<input checked="" type="radio"/> Yes <input type="radio"/> No
Go Reset	

Start Date - Date to limit the oldest transactions to.

End Date - Date to limit the newest transaction to.

Subscription - Include transactions that pertain to all subscriptions or limit transactions to those that pertain to a specific subscription.

Processor - Include transactions that pertain to all payment processors or limit transactions to those that pertain to a specific payment processor.

Currency - Include transactions that pertain to all currencies or limit transactions to those that pertain to a specific currency.

Type - Include failure, charged and reversed transactions or limit to either one.

Note:

Failed transactions are those that could not be matched up with a subscription. This generally happens when there is a misconfiguration. Click on Failure when viewing these transactions to see raw output of what was sent by the payment processor. This information can be used by support to help you troubleshoot problems.

User Name - Include transactions that pertain to all users or limit transactions to those that pertain to a specific user.

Order By - Control the order of the resulting log. The order can also be changed when viewing the log by clicking the column headers.

Note:

Transactions completed before vBulletin 3.6.0 Beta 1 will contain incomplete information.

From this screen you may also directly look up a transaction. The transaction lookup accepts the transaction id that pertains to the transaction performed on the payment processor side. You can often find this ID in any email that is sent you when a signup is received or in the admin center of your payment processor.

Transaction Stats

[Back to Top](#)

Transaction Stats allows you to track how many transactions are being performed.

Stats offers several search options that enable you to narrow down searches to specific criteria.

Transaction Stats

Start Date	Month	Day	Year
	May	8	2005
End Date	Month	Day	Year
	May	8	2006
Subscription	All Subscriptions		
Processor	All Processors		
Currency	All Currency		
Type	All Types		
Scope	Daily		
Order By	Date Descending		
Go Reset			

Start Date - Date to limit the oldest transactions to.

End Date - Date to limit the newest transaction to.

Subscription - Include transactions that pertain to all subscriptions or limit transactions to those that pertain to a specific subscription.

Processor - Include transactions that pertain to all payment processors or limit transactions to those that pertain to a specific payment processor.

Currency - Include transactions that pertain to all currencies or limit transactions to those that pertain to a specific currency.

Type - Include charged and reversed transactions or limit to either one.

Order By - Control the order of the resulting stats. List the stats in order of most transaction or in order of date.

Scope - Groups transactions into the chosen option. Example, selecting *Monthly* would show you how many transaction were performed each month.

Note:

Transactions completed before vBulletin 3.6.0 Beta 1 will contain incomplete information.

Subscription Permissions

[Back to Top](#)

Managing your subscription permissions is done by simply selecting yes or no for usergroup access. If you click Paid Subscriptions > Subscription Permissions, you will see a screen similar to this:

The screenshot shows a 'Subscription Permissions' interface. At the top left is a 'Color Key' section with three items: 'Allowed: Usergroup can access this subscription' (black text), 'Denied: Usergroup can not access this subscription' (red text), and '(COPPA) Users Awaiting Moderation' (grey text). Below this is a list titled '\$5 Donation' containing the following usergroups: (COPPA) Users Awaiting Moderation, Administrators, Admins #2, Banned, Banned by Moderators, Blue (highlighted in red), Can See Deletion Notices, Can Use Sigs/Titles/Avatars, foo, Green (highlighted in red), and jake's test group omg.

Here, you will see each subscription on your forum with a list of all usergroups under each forum. Notice the color key at the top. In this example, red indicates that a usergroup does not have permission to purchase the subscription. Otherwise, usergroups listed in black have access to purchase the subscription.

To edit a subscription, simply find the appropriate subscription and usergroup, and click [*Edit*]. This will lead you to this screen:

The screenshot shows an 'Edit Subscription Permissions For Usergroup' dialog for the 'Blue' usergroup. It includes fields for 'Can Use Subscription' (radio buttons for Yes and No, with Yes selected), and buttons for 'Save' and 'Reset'.

To deny access to purchase a subscription, choose No, otherwise choose Yes to allow permission.

Avatars

Avatars are small pictures that appear next to or underneath your members' names on their posts etc.

[Back to Top](#)

Using the Avatar Manager, you can pre-define groups of avatars from which your members can choose one as their own avatar.

Also under this section is a tool to control the storage of your members' custom avatars (those which they have uploaded themselves). You may choose to store custom avatars in the database, or as files on the server's file system.

An Introduction to Avatars

[Back to Top](#)

Avatars are small images which can be assigned to a members' profile. When a member selects or uploads an avatar the image will be displayed on every message the members' post on the bulletin board.

Implementing Avatars on vBulletin

[Back to Top](#)

The administrator can choose to implement avatars a number of ways, they can opt to disable avatars completely, allow users to select from a list of predefined avatars or allow users to upload their own custom avatars. The administrator can assign the avatar permissions on a per-usergroup basis.

To configure avatars on your bulletin board first open the vBulletin Options menu in the Admin CP. Select User Picture Options.

User Picture Options

Avatars Enabled
Use this option to enable/disable Yes No ?

Avatars are small images chosen by the user and displayed under usernames in thread display and user info pages.

Avatar Display Width
How many columns of avatars do you wish to display to the user when selecting a pre-defined avatar? ?

Avatars Per-Page
How many avatars do you want to display per-page on the 'Edit Avatar' page within the profile editor? ?

Profile Pictures Enabled
Use this option to enable/disable the overall use of profile pictures. Yes No ?

Profile pictures are small images (although usually larger than avatars) that users can upload to their profile pages.

Save **Reset**

In this section you can set the following options:

- **Avatars Enabled** - Use this to enable/disable the overall use of avatars
- **Avatar Display Width** - This option defines the number of columns of avatars displayed to the user via the user control panel avatar selection page.
- **Avatars Per-Page** - This option defines the number of pages the avatars will be displayed over in the user control panel avatar selection page.
- **Profile Pictures Enabled** - This option relates to the use of profile pictures which if enabled will allow members to upload small images, usually larger than avatars, that can be displayed on the member's profile in the members' list.

If avatars are enabled the administrator can also choose to include avatars in the registration options. This will set the defaults for new members during the registration process.

To enable avatars for member registrations:

AdminCP > vBulletin Options > User Registration Options > Default Registration Options > Display Avatars > Tick the box

Adding Avatars

[Back to Top](#)

vBulletin offers two ways off adding avatars to you bulletin boards:

- **Add New Avatars** - allows you to add one or multiple avatars that have already been uploaded to your webserver
- **Upload Avatar** - enables you to upload an avatar from your local hard disk

Add New Avatar

When you select the Add New Avatar link in the Avatar menu you are presented with the add avatar option screen. You have the option to either add a single avatar or to add multiple avatars.

Adding a Single Avatar

[Back to Top](#)

To add a single avatar enter the following details and click the Add Avatars button:

Add a Single Avatar

Title	<input type="text"/>	Help 
Minimum Posts	<input type="text" value="0"/>	?
Avatar File Path	<input type="text"/>	?
Avatar Category	<input type="button" value="Generic Avatars"/>	?
Display Order	<input type="text" value="1"/>	?
<input type="button" value="Add Avatar"/> <input type="button" value="Reset"/>		

- **Title** - enter the name or title you want to apply to the avatar. This will be the title of the image that is displayed in the Avatar Options in the User Control Panel
- **Minimum Posts** - enter the minimum number of posts a member needs before they are entitled to use this avatar. If you want to make this avatar available to all users, enter 0 or leave blank
- **Avatar File Path** - this can either be an URL of an image (e.g. <http://www.example.com/images/avatar.gif>) or a path on your web server (e.g. "/www/sites/htdocs/images/avatar.gif").
- **Avatar Category** - select the category you want to assign the avatar to
- **Display Order** - This determines the order in which the avatars are shown. By default the next display order is assigned and can be changed at a later date.

Adding Multiple Avatars

[Back to Top](#)

This option allows you to add more than one avatar in one operation. Enter the following information and click the Add Avatars button:

Add Multiple Avatars

Avatar Category	<input type="button" value="Generic Avatars"/>	?
Avatars File Path	<input type="text" value="images/avatars"/>	?
Avatars to Show Per Page	<input type="text" value="10"/>	?
<input type="button" value="Add Avatars"/> <input type="button" value="Reset"/>		

- **Avatar Category** - select the category you want to assign the avatars to
- **Avatars File Path** - this can either be an URL of an image (e.g. <http://www.example.com/images/avatar.gif>) or a path on your web server (e.g. "/www/sites/htdocs/images/avatar.gif").
- **Avatars to show per page** - this figure set the number of avatars to be shown on each page.

The next screen will display all the avatars from the location specified in the previous form.

Adding Multiple Avatars Reading from http://www.example.com/forums/images/avatars		
Image	Title	Minimum Posts
	vB3 Avatar	<input type="text" value="0"/> <input checked="" type="checkbox"/>

Add Avatars **Reset**

It will apply a title to each of the images using the filename which you may change if required and show the selected category.

Additionally, and if required you should enter the minimum number of post the members are required to have before they are entitled to use these avatars. You may enter different values for each of the listed avatars.

Once all the details have been entered and checked you need to tick the check boxes against each avatar that you want to add. If you want to add all of them, click 'Check All' box in the header. Then click the 'Add Avatars' button.

Avatar Management

[Back to Top](#)

Avatars and their associated permissions are maintained via the Avatar Manager.

There are also further avatar settings in the Usergroup Manager. You may specify, per usergroup, the height, width and file size of avatars that the selected usergroup may use. You can also set whether or not the usergroup can upload their own custom avatars.

Note:

For further information regarding usergroups and permissions please refer to the [Usergroups & Permissions](#) section of this manual

Avatar Manager

Expand the Avatars menu option in the Admin CP and click on the Avatar Manager.

Edit Avatar Categories			Help ?
Title	Contains	Display Order	Controls
Generic Avatars	1 Avatars	<input type="text" value="1"/>	[Mass Move] [View] [Edit] [Delete] [Avatar Permissions]
Special Avatars	0 Avatars	<input type="text" value="2"/>	[Mass Move] [View] [Edit] [Delete] [Avatar Permissions]

Save Display Order

The avatars can be arranged in categories and you may restrict access to any avatars either by post count or usergroup. Usergroup restrictions are set at the category level where as post count restrictions are set at the individual avatar level.

The Avatar Manager displays the category title, number of avatars assigned to the category, the list display order of the category and the category controls.

Category Controls

- **Mass Move** - Enables you to move any or all the avatars from one category to another
- **View** - Allows you to see the avatar images assigned to a specific category. There are two further options under this, Edit and Delete which allows you to edit the details of any of the avatars listed in the category or delete them.
- **Edit** - Allows you to modify the category details
- **Delete** - This will delete the category. You be presented with additional options to either move the avatars assigned to this category to another category or delete all the avatars as well as the category.
- **Avatar Permissions** Enables you to set the permissions as to which usergroup or usergroups may have access to the avatars in a specific category.

Avatar Mass Move

[Back to Top](#)

Selecting the Mass Move option will display all the avatars from the selected category.

Each Avatar has a drop down menu containing all the other available categories. You can opt to move some or all the avatars in the selected category and you can move different avatars to different categories in one action.

Avatar Manager Generic Avatars - Page 1 of 1

Minimum Posts: 0

[Smaller Vb3 Avatar](#)



Per Page

You can specify the category for each individual avatar, or if all the avatars are moving to the same category there is a separate global menu for you to select the category from.

Avatar Category View

[Back to Top](#)

The View option displays all the avatars from the selected category. Within the view page you can change the order in which the avatars are displayed in the UserCP Edit Avatar screens.

Avatar Manager Generic Avatars - Page 1 of 1

Minimum Posts: 0

[Smaller Vb3 Avatar](#)



Per Page

The View screen also allows gives you further options to Edit or Delete each individual avatar.

Avatar Category Edit

[Back to Top](#)

The Edit option enables you to change the category title and the display order.

Avatar Category: Generic Avatars (id: 3)

Help ?

Title	<input type="text" value="Generic Avatars"/>	?
Display Order	<input type="text" value="1"/>	?

Note:

The display order is for the category only, it determines the order in which the categories are displayed in the Avatar Manager in the AdminCP

Avatar Category Delete[Back to Top](#)

The delete option allows you to remove an entire category. You can choose to either delete the category and all of its contents or move the avatars to another category before deleting the selected category.

Confirm Deletion of Avatar Category: Generic Avatars

Are you sure you want to delete the avatar category called: 'Generic Avatars'?

Delete all Avatars from this category? Yes No

If you do not want to delete all Avatars from this category, they will all be moved to the category selected below.

Destination Category: Special Avatars

Delete **Go Back**

To move the avatars in the selected category ensure that the 'Delete all avatars from this category?' option is set to **No**. Then from the drop down menu select the category that the avatars should be moved to. Then click the 'Delete' button. If you do not wish to keep the avatars that are included in the selected category set the 'Delete all avatars from this category?' option to **Yes**.

Avatar Category Permissions[Back to Top](#)

Avatars Permissions are defined at the usergroup level.

Permissions For Avatar Category Generic Avatars

Usergroup	Can Use This Avatar Category
(COPPA) Users Awaiting Moderation	<input type="radio"/> Yes <input checked="" type="radio"/> No
Administrators	<input checked="" type="radio"/> Yes <input type="radio"/> No
Banned Users	<input type="radio"/> Yes <input checked="" type="radio"/> No
Example Joinable Group	<input type="radio"/> Yes <input checked="" type="radio"/> No
Moderators	<input checked="" type="radio"/> Yes <input type="radio"/> No
Registered Users	<input checked="" type="radio"/> Yes <input type="radio"/> No
Super Moderators	<input checked="" type="radio"/> Yes <input type="radio"/> No
Unregistered / Not Logged In	<input type="radio"/> Yes <input checked="" type="radio"/> No
Users Awaiting Email Confirmation	<input type="radio"/> Yes <input checked="" type="radio"/> No

Save **Reset**

When the Avatar Permission option is selected a list of all the defined usergroups will be displayed. Select **Yes** for each usergroup you want to be able to use this avatar.

Uploading Avatars[Back to Top](#)

This option allows you to upload avatars from your local machine to your webserver.

Upload Avatar

Help ?	
Filename	<input type="text"/> Browse... ?
Title	<input type="text"/> ?
Minimum Posts	<input type="text"/> ?
Avatar File Path This file path should be readable AND writeable by your web server (usually chmod 0777)	<input type="text"/> ?
Avatar Category	<select>Generic Avatars</select> ?
Display Order	<input type="text"/> ?

Upload **Reset**

The following detailed should entered:

- **Filename** - enter the url or path for the avatar or use the **Browse** button to navigate to the required image
- **Title** - enter a name for the avatar that is to be uploaded
- **Minimum Posts** - enter the minimum number of posts a member needs before they are entitled to use this avatar. If you want to make this avatar available to all users, enter 0 or leave blank
- **Avatar File Path** - enter the location where the avatar should be upload to on you webserver. The file path should be both readable and writeable by your webserver
- **Avatar Category** - lists all the available categories. Select a category that the avatar will be assigned to

- **Display Order** - This determines the order in which the avatars are shown. By default the next display order is assigned and can be changed at a later date

Once all the information has been entered and checked click the 'Upload' button. The avatar will then be uploaded to the specified folder.

User Picture Storage Type

[Back to Top](#)

vBulletin allows you to choose which storage type you want to use for your user picture images (avatars and profile pictures). You can either opt to have the user pictures stored in the database or in a file system on your server. You can change the storage type at anytime.

Database vs File System

There are no real advantages or disadvantages to using one of these storage types over the other. Both require disk space, keeping items in the database provide an easier backup method, using a file system may be slightly more efficient as there are less queries that need to be run and both are easy to manage via the AdminCP.

At the end of the day it comes down to your own preference on how you want to manage your user picture images and how you want to store them.

Note:

The default storage type is to store the images in the database.

Move User Pictures from Database to File System

[Back to Top](#)

Moving items from the database to a file system

Selecting the User Picture Storage Type option will display the current storage type and enable you to change it.

Warning:

The transfer process will only be successful if there is sufficient disk space to store your images and that the specified directory exists and is fully readable and writable (usually chmod 777)

Move Items from Database into File System Help ?

Images are currently being served from the database

Avatar File Path
This file path should be readable AND writeable by your web server (usually chmod 0777)
./customavatars ?

URL to avatars
(Relative to your forums home page)
customavatars ?

Profile Picture Path
This file path should be readable AND writeable by your web server (usually chmod 0777)
./customprofilepics ?

URL to Profile Pictures
(Relative to your forums home page)
customprofilepics ?

Go **Reset**

The page requires you to enter the following details:

- **Avatar File Path** - enter the location where the avatars will be stored on your webserver. The path to the directory where your images will be stored. This should be both readable and writeable by your webserver and relative to your forums root directory
- **URL to Avatars** - enter the url of where the avatars will be stored. This should be relative to your forums home page
- **Profile Picture Path** - enter the location where the profile pictures will be stored on your webserver. The path to the directory where your images will be stored. This should be both readable and writeable by your webserver and relative to your forums root directory
- **URL to Profile Pictures** - enter the url of where the profile pictures will be stored. This should be relative to your forums home page

Once the details have been entered click the 'Go' button.

Edit Storage Type

We are ready to attempt to move your Images from the Database to the Filesystem.

It is possible that you might not have enough disk space in the supplied path or space in the database but we are unable to determine that ahead of time.

We will not finalize the move until the end of the process.

If the process aborts before the end, you will need to free up space before trying again.

Number of Users to process per cycle 300

Go **Reset**

Before the images are transferred to the file system, you may specify the number of users to be processed for each cycle. Enter the number of users to process and click the 'Go' button.

Move User Pictures in a file system to the database

[Back to Top](#)

If you are currently storing your user picture images in a file system, you can either choose to move them back into the database or move them to a different directories on your server.

Storage Type: User Pictures	
Avatars are currently being served from the filesystem at ./customavatars	
Profile pictures are currently being served from the filesystem at ./customprofilepics	
<input checked="" type="radio"/> Move Items from File System into Database <input type="radio"/>	
<input type="radio"/> Move Avatars to a Different Directory <input type="radio"/>	
<input type="radio"/> Move Profile Pictures to a Different Directory <input type="radio"/>	
Go	

The process is same whether you are moving user pictures from a database to a file system or vice versa.

Move Avatars to a Different Directory

[Back to Top](#)

Selecting the Move Avatars to a Different Directory option will display the current storage location for your avatars and allow you to change it.

Move Avatars to a Different Directory	
Avatars are currently being served from the filesystem at ./customavatars	
Avatar File Path	<input type="text" value="./customavatars"/> ?
This file path should be readable AND writeable by your web server (usually chmod 0777)	
URL to avatars (Relative to your forums home page)	<input type="text" value="customavatars"/> ?
Go Reset	

- **Avatar File Path** - enter the new location where the avatars will be stored on your webserver. This is the path to the directory where your images will be stored. This should be both readable and writeable by your webserver and relative to your forums root directory
- **URL to Avatars** - enter the new url of where the avatars will be stored. This should be relative to your forums home page

Once the new location details have been entered click the 'Go' button.

The settings for the new location of the avatars will have been updated.

vBulletin Message	
<p>Your vBulletin settings have now been updated to store images in ./avatartmp rather than ./customavatars.</p> <p>You must now manually move all avatars to the new folder, using an FTP client or a shell command such as:</p> <pre>mv -rf ./customavatars/* ./avatartmp/</pre>	

Note:

You must now manually move all avatars to the new folder, using an FTP client or a shell command such as:

```
mv -rf ./customavatars/* ./avatartmp/
```

Move Profile Pictures to a Different Directory

[Back to Top](#)

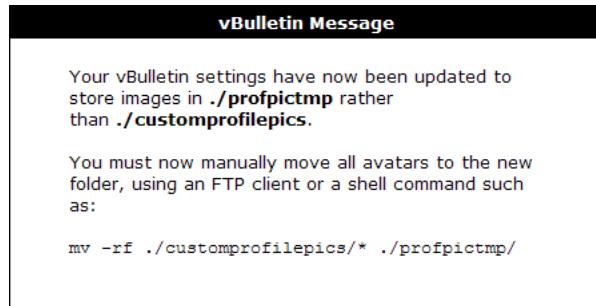
Selecting the Move Profile Pictures to a Different Directory option will display the current storage location for your avatars and allow you to change it.

Move Profile Pictures to a Different Directory	
Profile pictures are currently being served from the filesystem at ./customprofilepics	
Profile Picture Path	<input type="text" value="./customprofilepics"/> ?
This file path should be readable AND writeable by your web server (usually chmod 0777)	
URL to Profile Pictures (Relative to your forums home page)	<input type="text" value="customprofilepics"/> ?
Go Reset	

- **Profile Picture Path** - enter the new location where the avatars will be stored on your webserver. This is the path to the directory where your images will be stored. This should be both readable and writeable by your webserver and relative to your forums root directory
- **URL to Profile Pictures** - enter the new URL of where the avatars will be stored. This should be relative to your forums home page

Once the new location details have been entered click the 'Go' button.

The settings for the new location of the profile pictures will have been updated.



Note:

You must now manually move all profile pictures to the new folder, using an FTP client or a shell command such as:

```
mv -rf ./customprofilepics/* ./profpictmp/
```

Post Icons

[Back to Top](#)

When your members post new threads, posts or private messages, you may also allow them to assign an icon to their message for quick visual identification.

The Post Icon manager contains all the tools you will need to upload and modify icons for your members to use.

Introduction to Post Icons

[Back to Top](#)

A post icon is a small image file that appears next to the post title and in the post icon column of the main forum page.

Implementing Post Icons on vBulletin

[Back to Top](#)

The administrator can choose to enable or disable Post Icons for at the forum level and can also choose which Post Icons can be used by which usergroups if Post Icons are enabled.

To enable Post Icons on your bulletin board you need to edit the forum permissions for each forum that you wish to allow Post Icons. Forums & Moderators > Forum Manager > Edit Forum > Enable/Disable Features

Enable / Disable Features		Help ?
Allow HTML	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Allow BB Code	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Allow [IMG] Code	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Allow Smilies	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Allow Post Icons	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Allow Thread Ratings in this Forum	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Count Posts Made in this Forum Towards User Post Counts	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Show this Forum and Child Forums on the Forum Jump Menu	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Save Reset		

Set Allow Post Icons to Yes. Repeat these steps for each forum.

The administrator can also choose to enable or disable Post Icons in Private Messages too. vBulletin Options > Private Messaging Options > Allow Message Icons for Private Messages

Allow Message Icons for Private Messages	
Allow the use of the standard message icons for private messages.	<input checked="" type="radio"/> Yes <input type="radio"/> No

Adding Post Icons

[Back to Top](#)

vBulletin offers two ways off adding Post Icons to you bulletin boards:

- **Add New Post Icon** - allows you to add one or multiple Post Icons that have already been uploaded to your webserver
- **Upload Post Icons** - enables you to upload an Post Icons from your local hard disk

Add New Post Icon

When you select the Add New Post Icon link in the Post Icon menu you are presented with the add Post Icon option screen. You have the option to either add a single Post Icon or to add multiple Post Icons.

Adding a Single Post Icon

[Back to Top](#)

To add a single Post Icon enter the following details and click the Add Post Icon button:

Add a Single Post Icon		Help ?
Title	<input type="text"/>	?
Post Icon File Path	<input type="text"/>	?
Post Icon Category	<input type="text" value="Generic Icons"/>	?
Display Order	<input type="text" value="1"/>	?
Add Post Icon Reset		

- **Title** - enter the name or title you want to apply to the Post Icon.
- **Post Icon File Path** - this can either be an URL of an image (e.g. <http://www.example.com/images/icons/posticon.gif>) or a path on your web server (e.g. ["/www/sites/htdocs/images/icons/posticon.gif"](#)).
- **Post Icon Category** - select the category you want to assign the Post Icon to
- **Display Order** - This determines the order in which the post icons are shown. By default the next display order is assigned and can be changed at a later date.

Adding Multiple Post Icons

[Back to Top](#)

This option allows you to add more than one Post Icon in one operation. Enter the following information and click the Add Post Icons button:

Add Multiple Post Icons			Help ?
Post Icon Category	Generic Icons	?	
Post Icons File Path	images/icons	?	
Post Icons to Show Per Page	10	?	
<input type="button" value="Add Post Icons"/> <input type="button" value="Reset"/>			

- **Post Icon Category** - select the category you want to assign the Post Icons to
- **Post Icon File Path** - this can either be an URL of an image (e.g. <http://www.example.com/images/icons/posticon.gif>) or a path on your web server (e.g. ["/www/sites/htdocs/images/icons"](#)).
- **Post Icons to show per page** - this figure set the number of Post Icons to be shown on each page.

The next screen will display all the Post Icons from the location specified in the previous form.

Adding Multiple Post Icons Reading from http://www.example.com/forums/images/icons			
Image	Title	Category	
icon1.gif	Icon1	Generic Icons	<input type="checkbox"/>
icon2.gif	Icon2	Generic Icons	<input type="checkbox"/>
icon3.gif	Icon3	Generic Icons	<input type="checkbox"/>
icon4.gif	Icon4	Generic Icons	<input type="checkbox"/>
<input type="button" value="Add Post Icons"/> <input type="button" value="Reset"/>			

A title is applied to each of the Post Icons that are to be added using the images' filename which you may change if required and shows the selected category.

Once all the details have been entered and checked you need to tick the check boxes against each Post Icon that you want to add. If you want to add all of them, click 'Check All' box in the header. Then click the 'Add Post Icons' button.

Post Icon Management

[Back to Top](#)

Post Icons and their associated permissions are maintained via the Post Icon Manager.

There are also further Post Icon settings in the Forum Manager. You may opt to allow or disallow, per forum. You can also enable or disable Post Icons in Private Messages.

Note:

For further information regarding forums and permissions please refer to the [Forums Permission](#) section of this manual

Post Icon Manager

Admin Control Panel > Post Icons > Post Icon Manager

Edit Post Icon Categories				Help ?
Title	Contains	Display Order	Controls	
Generic Icons	10 Post Icons	1	[Mass Move] [View] [Edit] [Delete] [Post Icon Permissions]	
<input type="button" value="Save Display Order"/>				

The Post Icons can be arranged in categories and you may restrict the use of Post Icons at a usergroup level.

The Post Icon Manager displays the category title, number of Post Icons assigned to the category, the list display order of the category and the category controls.

Category Controls

- **Mass Move** - Enables you to move any or all the Post Icons from one category to another
- **View** - Allows you to see the Post Icons images assigned to a specific category. There are two further options under this, Edit and Delete which allows you to edit the details of any of the Post Icon listed in the category or delete them.
- **Edit** - Allows you to modify the category details
- **Delete** - This will delete the category. You will be presented with additional options to either move the Post Icons assigned to this category to another category or delete all the Post Icons as well as the category.
- **Post Icon Permissions** - Enables you to set the permissions as to which usergroup or usergroups may have access to the Post Icons in a specific category.

Post Icon Mass Move

[Back to Top](#)

Selecting the Mass Move option will display all the Post Icons from the selected category.

Each Post Icon has a drop down menu containing all the other available categories. You can opt to move some or all the Post Icons in the selected category and you can move different Post Icons to different categories in one action.

You can specify the category for each individual Post Icon, or if all the Post Icons are moving to the same category there is a separate global menu for you to select the category from.

Post Icon Category View

[Back to Top](#)

The View option displays all the Post Icons from the selected category. Within the view page you can change the order in which the Post Icons are displayed in posts and the Private Message screens.

The View screen also allows gives you further options to Edit or Delete each individual Post Icon.

Post Icon Category Edit

[Back to Top](#)

The Edit option enables you to change the category title and the display order.

Note:

The display order is for the category only, it determines the order in which the categories are displayed in the Post Icon Manager in the AdminCP

Post Icon Category Delete

[Back to Top](#)

The delete option allows you remove an entire category. You can choose to either delete the category and its contents or move the Post Icons to another category before deleting the selected category.

To move the Post Icons in the selected category ensure that the 'Delete all Post Icons from this category?' option is set to **No**. Then from the drop down menu select the category that the Post Icons should be moved to. Then click the

'Delete' button. If you do not wish to keep the Post Icons that are included in the selected category set the 'Delete all Post Icons from this category?' option to Yes.

Post Icon Category Permissions

Post Icon permissions are defined at the usergroup level.

[Back to Top](#)

Permissions For Post Icon Category Generic Icons	
Usergroup	Can Use This Post Icon Category
(COPPA) Users Awaiting Moderation	<input checked="" type="radio"/> Yes <input type="radio"/> No
Administrators	<input checked="" type="radio"/> Yes <input type="radio"/> No
Banned Users	<input checked="" type="radio"/> Yes <input type="radio"/> No
Example Joinable Group	<input checked="" type="radio"/> Yes <input type="radio"/> No
Example Paid Group	<input checked="" type="radio"/> Yes <input type="radio"/> No
Moderators	<input checked="" type="radio"/> Yes <input type="radio"/> No
Registered Users	<input checked="" type="radio"/> Yes <input type="radio"/> No
Super Moderators	<input checked="" type="radio"/> Yes <input type="radio"/> No
Unregistered / Not Logged In	<input checked="" type="radio"/> Yes <input type="radio"/> No
Users Awaiting Email Confirmation	<input checked="" type="radio"/> Yes <input type="radio"/> No

Save **Reset**

When the Post Icon Permission option is selected a list of all the defined usergroups will be displayed. Select Yes for each usergroup you want to be able to use Post Icons included in this category.

For example, if you have a selection of post icons that you want only administrators, moderators and super moderators to use. You would first need to create a category to contain these post icons, upload or move the specially selected post icons to the new category then set the permissions for that category so that only the Administrator, Moderators and Super Moderators usergroups can use the post icons in this category.

Uploading Post Icons

[Back to Top](#)

This option allows you to upload Post Icons from your local machine to your webserver.

Upload Post Icon		Help 
Filename	<input type="text"/>	<input type="button" value="Browse..."/> ?
Title	<input type="text"/>	?
Post Icon File Path This file path should be readable AND writeable by your web server (usually chmod 0777)	<input type="text" value="images/icons"/>	?
Post Icon Category	<input type="button" value="Generic Icons"/>	?
Display Order	<input type="text" value="1"/>	?

Upload **Reset**

The following details should entered:

- **Filename** - enter the url or path for the Post Icon or use the **Browse** button to navigate to the required image
- **Title** - enter a name for the Post Icon that is to be uploaded
- **Post Icon File Path** - enter the location where the Post Icon should be upload to on you webserver. The file path should be both readable and writeable by your webserver
- **Post Icon Category** - list all the available categories. Select a category that the Post Icon will be assigned to
- **Display Order** - This determines the order in which the Post Icons are shown. By default the next display order is assigned and can be changed at a later date

Once all the information has been entered and checked click the 'Upload' button. The Post Icons will then be uploaded to the specified folder.

Smilies

[Back to Top](#)

The Smilies group allows you to manage the smilies on your board.

Smilies (also called emoticons in some quarters) are small images used to convey some form of emotion in messages.

Example

What you type: Hi there! :)

Will get parsed as: Hi there! 😊



This section will show you how the smilies can be arranged in categories. It will also show you how you can process one or more smilies that you have uploaded to your web server or how to manually upload one through the smilie upload manager.

Note:

Don't forget to go through the settings of the vBulletin Options > vBulletin Options > Message Posting and Editing Options where you can control the 'Maximum Images Per Post/Signature'.

Smilie Manager

[Back to Top](#)

You can manage your smilies here. The smilie images can be arranged in categories.

Edit Smilie Categories				Help ?
Title	Contains	Display Order	Controls	
Generic Smilies 12 Smilies	1		[Mass Move] [View] [Edit] [Delete]	
Save Display Order				

The above image shows a list of your smilie categories.

- **Title**

This column tells you the name of each category. You can click on the category name to view which smilies are in it, after which you can edit or delete a smilie and update its display order.

- **Contains**

This column tells you how many images are in the corresponding category.

- **Display Order**

This column tells you the display order of each smilie category. The display order is used to order the smilie category listing in this Smilie Manager as well as how it is displayed on your forums. You can update the display orders shown on this page by changing the number values and clicking the [Save Display Order] button.

- **Controls**

On the right side you will find several options for each smilie category.

The [**Mass Move**] link takes you to a page where you can select a new category for each smilie in the corresponding category and submit the changes all at once.

The [**View**] link does the same thing as clicking on the category name to the left, it takes you to a page where you can view all smilies in the corresponding category.

The [**Edit**] link allows you to edit the title and display order of the corresponding category.

The [**Delete**] link takes you to a page where you can delete the corresponding category and all of its smilies or mass move the categories smilies to another category and then delete the original category.

At the bottom of the page (see above figure) you will see two additional links which allows you to add a new smilie category and to display all the smilies from all categories.

Click on the [**Add New Smilie Category**] link to load a page from where you can enter a 'title' for the new category and the display order. If you don't know the number for the display order than you can leave this empty. Then press the [Save] button to add this new smilie category. You will then return to the initial overview of all the smilie categories.

Click on the [**Show All Smilies**] link to load a page from where it will display all the smilies from all the categories. On this page you can also edit and delete a smilie.

Add New Smilie

[Back to Top](#)

This screen allows you to add one or more images at a time. These images must already reside on the server, having been uploaded Using the [Upload Smilie](#) option or by FTP prior to doing this.

You can either add a single image or add multiple images at the same time.

Note:

Don't forget to upload the smilies to your images/smilies directory first before using this feature. If you don't know how to do that you can also use the alternative feature to manually [upload a smilie](#).

Adding a single new Smilie (Admin Control Panel > Smilies > Add New Smilie > Add a Single Smilie)

Add a Single Smilie

Title	<input type="text"/>	?
Text to Replace	<input type="text"/>	?
Smilie File Path	<input type="text"/>	?
Smilie Category	Generic Smilies <input type="button" value="▼"/>	?
Display Order	<input type="text" value="1"/>	?

Add Smilie **Reset**

- Title**

This is the title you want to give to describe your smilie.

- Text to Replace**

This is the replacement text for the smilie. When a user types this text in a post, it will get replaced with the smilie image.

- Smilie File Path**

Type the path and filename of the smilie you want to add. An example would be images/smilies/happy.gif

- Smilie Category**

This drop down box will have all the possible smilies categories - select one to add this smilie to this category.

- Display Order**

If you know which order you'd like to give to your smilie you can enter it here. This is an optional field, if you don't know what the display order should be you can leave this field empty. You can always change it later.

When these details are entered press the [Add Smilie] button to add the smilie to the selected smilies category.

Adding Multiple Smilies (Admin Control Panel > Smilies > Add New Smilie > Add Multiple Smilies)

Add Multiple Smilies

Smilie Category	Generic Smilies <input type="button" value="▼"/>	?
Smilies File Path	<input type="text" value="images/smilies"/>	?
Smilies to Show Per Page	<input type="text" value="10"/>	?

Add Smilies **Reset**

- Smilie Category**

This drop down box will have all the possible smilies categories - select one to add all the smilies to.

- Smilies File Path**

Type the path and not filename of the smilies directory you want to add. An example would be images/smilies/newones/ (if you have uploaded your smilies to the newones/ directory)

- Smilies to Show Per Page**

This is the number of images to display per page while adding them.

When these details are entered press the [Add Smilies] button to add the smilie to the selected smilies category which will load a page where you can select and deselect smilies.

Smilie Display Order

[Back to Top](#)

Unlike many other items in vBulletin, the display order of a smilie actually affects the final HTML output generated by your board.

Consider this example where you have two smilies:

Smilie Name	Smilie Text	Smilie Image
Smilie 1	:o	😊
Smilie 2	:o)	😊

The smilie display order controls the order in which smilies will be parsed. If Smilie 1 were to be parsed first, not only would all instances of :o be converted to 😊, but also the first two characters of Smilie 2 would be matched and converted, leaving you with 😊).

To make these smilies parse correctly, Smilie 2 should have a smaller display order than Smilie 1, so that it is parsed first and is not picked up in the search for Smilie 1.

Upload Smilie

[Back to Top](#)

On this screen, you can upload one image at a time through your browser for use on your forum. To do this, both your web server and PHP must have permission to write files to disk. If they do not, this will fail.

Note:

The directory that you are trying to put the file in must be CHMODed 777. Consult your [FTP](#) program documentation for how to do this.

If you don't know how to do that you can also use the alternative feature to add one or more smilies through the [Add New Smilie](#) manager.

Uploading a single new Smilie (Smilies > Upload Smilie)

Upload Smilie

Help ?

Filename	<input type="text"/>	<input type="button" value="Browse..."/>	?
Title	<input type="text"/>	?	
Text to Replace	<input type="text"/>	?	
Smilie File Path This file path should be readable AND writable by your web server (usually chmod 0777)	<input type="text" value="images/smilies"/>	?	
Smilie Category	<input type="button" value="Generic Smilies ▾"/>	?	
Display Order	<input type="text" value="1"/>	?	

Upload **Reset**

- **Filename**

Click on the [Browse..] button and select from your hard drive the smilie you want to upload.

- **Title**

This is the title you want to give to describe your smilie.

- **Text to Replace**

This is the replacement text for the smilie. When a user types this text in a post, it will get replaced with the smilie image.

- **Smilie File Path**

Type the path of the smilie directory. An example would be *images/smilies*. This directory should be readable and writable by the webserver (usually CHMOD 777).

- **Smilie Category**

This drop down box will have all the possible smilies categories - select one to add this smilie to this category.

- **Display Order**

If you know which order you'd like to give to your smilie you can enter it here, this is an optional field. If you don't know what the display order should be you can leave this field empty, you can always change it later.

When these details are entered press the [Upload] button to add the smilie to the selected smilies category.

Custom BB Codes

[Back to Top](#)

BB Code (or vB Code) is a method by which your members can format their messages. Its syntax is similar to HTML, but it has the benefit that you (the administrator) can define exactly what codes are allowable in order to prevent unwanted formatting or malicious use. It is also less prone to break the layout of your forums than raw HTML.

The Custom BBCode manager allows you to define new bbcode tags in order to extend the range of formatting available to your members.

Here is a list of all the default BBcode, <http://www.vbulletin.com/forum/misc.php?do=bbcde>

An Introduction to BB Codes

[Back to Top](#)

BB (Bulletin Board) codes, sometimes referred to as vB codes, are meant to replace HTML for providing formatting such as bold, italics, and images in posts. Additionally, you may map multiple HTML tags to a single BB code to provide more complex formatting without forcing your members to include many tags.

Many BB code tags are included by default in vBulletin. Some of these include [b] for bold, [i] for italics, and [url] for inserting hyperlinks. Their output is not directly modifiable. However, you can disable specific tags in the *vBulletin Options* section.

BB codes may take one of two formats: with an *option* or without. An example BB code with an option is [url=http://www.vbulletin.com]vBulletin[/url]; [url]http://www.vbulletin.com[/url] is an example of a BB code that does not have an option. Essentially, an option allows you to specify two values per BB code reference. It is not possible to have more than one option in a BB code.

Things to keep in mind when creating BB codes:

- *BB codes must not be empty.* Empty tag usage, such as [i][/i], will be removed before parsing and there for nothing will be displayed in its place, even if something normally would.
- *BB codes must have a closing tag.* [i] will not be parsed alone; it needs the [/i] to be parsed.
- *If you wish to have a tag that accepts both an option and non-option version, such as [url], you must create both.* Simply create one tag with *Use {option}* set to yes and the other set to no.

BB Code Manager

[Back to Top](#)

To edit your existing BB codes or perform tests to ensure they function correctly, go to Custom BB Codes > BB Code Manager. At the top of this page you will see a list of your custom BB codes.

BB Code Manager				
Title	BB Code	HTML	Replacement	Button Controls
Image				
Test Tag	[test]Look at me![/test]	<i>Just testing: Look at me!</i>	Just testing: Look at me!	N/A [Edit] [Delete]
Add New BB Code				

- **Title** – the title of your BB code.
- **BB Code** – an example of the BB code.
- **HTML** – the HTML output of the example.
- **Replacement** – an HTML rendering of the example
- **Button Image** – the button being displayed with the editors, if you have specified one.
- **Controls** – these options allow you to edit or delete this BB code.

Below this you will see an area to test your BB codes.

Test your BB Code	
Enter text with BB code(s): <input type="text" value="Large Edit Box"/>	<div style="border: 1px solid #ccc; padding: 10px; height: 300px;">  </div>
<input type="button" value="Go"/> <input type="button" value="Reset"/>	

This is equivalent to making a test post on the board to ensure that everything works correctly. However, you do not actually have to make the post public!

Adding or Editing a BB Code

[Back to Top](#)

To add a new BB code, go to Custom BB Codes > Add New BB Code. The form will look similar to this:

Help ?

Title	<input type="text"/>	?
Tag	<input type="text"/>	?
Replacement	<input type="text"/>	?
<input type="button" value="Large Edit Box"/>		
Increase Size Decrease Size		
Example	<input type="text"/>	?
Description	<input type="text"/>	?
<input type="button" value="Large Edit Box"/>		
Increase Size Decrease Size		
Use {option}	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Button Image (<i>Optional</i>)	<input type="text"/>	?
If you would like this bbcode to appear as a clickable button on the message editor toolbar, enter the URL of an image 21 x 20 pixels in size that will act as the button to insert this bbcode.		
Remove Tag If Empty?	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Disable BB Code Within This BB Code?	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Disable Smilies Within This BB Code?	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Disable Word Wrapping Within This BB Code?	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
<input type="button" value="Save"/> <input type="button" value="Reset"/>		

- **Title** – the title of your tag, which will be used to generate the BB code list.
- **Tag** – this is the text for the BB code, which goes inside the square brackets. For example, you would use 'b' for [b] tags and 'url' (without quotes) for [url] tags.
- **Replacement** – this is the HTML code for the BB code replacement. Make sure that you include '{param}' (without the quotes) to insert the text between the opening and closing BB code tags, and '{option}' for the parameter within the BB code tag. You can only use {option} if 'Use Option' is set to yes.

For example, you would use {param} for [b] tags and {param} for [url=xxx]. You will always use '{param}', but you will only use '{option}' when *Use Option*? is yes.

- **Example** – this is a sample piece of BB code to use as an example for this particular BB code. For example, you would use [b]Bold[/b] for [b] tags, [url=http://www.vbulletin.com]vBulletin[/url] for [url] tags.
- **Description** – this is a piece of text to describe the BB code tag. This can include HTML tags if you wish.
- **Use Option** – setting this option to yes will allow you to create a [tag=option][/tag] style tag, rather than just a [tag][/tag] style tag.
- **Button Image** – this is the URL to an image that will be displayed when a user is making a new post. Clicking the image will allow a user to quickly insert this tag. The image should be 21-pixels-wide by 20-pixels-high and the path should be specified relative to the main vBulletin directory.
- **Remove Tag If Empty?** – setting this option to yes will remove this BB Code from your text if there is nothing within it. For example, if this option is set, [tag][/tag] will not be displayed, whereas [tag]text here[/tag] will be displayed. Set this option to no if you wish the BB Code's replacements to be shown no matter what.
- **Disable BB Code Within This BB Code?** – setting this option disables the parsing of any BB Code within this BB Code, displaying them as plain text.
- **Disable Smilies Within This BB Code?** – setting this option disables smilies within the BB Code, displaying them as plain text.
- **Disable Word Wrapping Within This BB Code?** – setting this option disables word-wrapping within this BB Code.

RSS Feed Posting Robot

[Back to Top](#)

vBulletin includes a system through which RSS feeds from remote sources can be imported into your own board as threads or announcements.

Many sites now offer RSS feeds, which provide a means of providing their content to other parties in a standardized format.

The RSS posting robot in vBulletin allows administrators to import a wealth of third party data into their forums, such as live news feeds or even posts and threads from other forums.

Managing RSS Feeds

[Back to Top](#)

To access the RSS feed manager, navigate to RSS Feeds > RSS Feed Manager.

RSS Feed Manager			
RSS Feed	Forum / User Name	Last Checked	Controls
<input checked="" type="checkbox"/> BBC Arabic newsrss.bbc.co.uk	RSS Feed Forum Scott	Yesterday, 03:04pm	[Edit] [Delete]
<input checked="" type="checkbox"/> BBC News Front Page newsrss.bbc.co.uk	RSS Feed Forum Kier	Yesterday, 03:04pm	[Edit] [Delete]
<input checked="" type="checkbox"/> DPReview Test www.dpreview.com	RSS Feed Forum Kier	Yesterday, 03:04pm	[Edit] [Delete]
<input checked="" type="checkbox"/> The Register www.theregister.co.uk	RSS Feed Forum Scott	Yesterday, 03:04pm	[Edit] [Delete]
<input checked="" type="checkbox"/> vBulletin 3.5 Bugs www.vbulletin.com	RSS Feed Forum Kier	Yesterday, 03:04pm	[Edit] [Delete]
<input checked="" type="checkbox"/> vBulletin Announcements www.vbulletin.com	RSS Feed Forum Kier	Yesterday, 03:04pm	[Edit] [Delete]
Save Enabled Status	Run Scheduled Task Now	Add New RSS Feed	

From here, you will find a list of any RSS feeds that have already been added to the board, together with controls to manage those feeds. There is also a control to add a new RSS feed to the board if you wish to do so.

Next to each feed is a checkbox which can be used as a quick means of disabling feeds without actually deleting them. To use this feature, simply tick or un-tick as many feeds as you want then hit the [Save Enabled Status] button to save your preference.

To add or edit an RSS feed from which your board can fetch data, navigate to RSS Feeds > RSS Feed Manager and either click the name of the RSS feed you want to edit, or else click the [Add New RSS Feed] button to add a new one.

Each RSS feed listed in the manager can be edited by clicking either on its name or on the [Edit] link. Also shown is the host name of the server on which the RSS feed is located. Clicking on this host name (such as www.example.com) will allow you to view the raw feed source, which may be shown as plain XML or else might be formatted using XSLT by the feed owner.

Additionally, each feed shows the last time at which the source was checked for updates.

Editing RSS Feeds

[Back to Top](#)

To add a new RSS feed, or edit an existing one, either click the name of the existing feed on the [RSS Feed Manager](#) page, or click the [Add New RSS Feed] button to add a new feed.

The RSS Feed Editor will then load, presenting you with a detailed form to complete in order to instruct vBulletin how to treat the RSS feed to which you are pointing it.

Edit RSS Feed

Reset Last Checked Time	<input type="checkbox"/> Reset	?
Feed is Enabled	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Title	BBC News Front Page	?
URL of Feed	http://newsrss.bbc.co.uk/rss/newsinline_uk_edition/fr	?
Check Feed Every...	10 Minutes	?
Maximum Items to Fetch Any items above this number found in the feed will be ignored.	5	?
Search Items for Words Only insert items if they contain one or more of these words. Put a space or a new line between each search word.	<input type="checkbox"/> Search Titles Only <div style="border: 1px solid #ccc; padding: 5px; height: 100px; margin-top: 10px;"></div>	
User Name	Kier	?
Forum	RSS Feed Forum	?
Allow Smilies	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Display Signature	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Convert HTML to BB Code. If this is enabled then the setting "Allow HTML in Announcements" will be ignored	<input checked="" type="radio"/> Yes <input type="radio"/> No	?

- **Reset Last Checked Time**

This control is related to the *Check Feed Every...* control (see below) and allows you to have vBulletin check the feed the next time the robot checks any feeds, instead of waiting for the next scheduled time.

- **Feed is Enabled**

If this control is set to 'No', the feed will be ignored. The enabled switch is an easy way to temporarily disable a feed without actually deleting the record from the database.

- **Title**

Enter a title for your feed here. This will be used solely for identification purposes within the Admin Control Panel.

- **URL of Feed**

This is the most important control on the page. Enter the full URL to the feed here, including the port number if it is non-standard.

A few examples:

- http://www.example.com/feed.rss
- https://www.example.com/secure_feed.xml
- http://www.example.com:8080/another_feed.rdf

- **Check Feed Every...**

Use this control to specify how frequently vBulletin should query the feed specified to check for new items.

Warning:

Bear in mind that checking a feed too frequently *could* get your server blacklisted by the site hosting the feed.

- **Maximum Items to Fetch**

Some feeds may contain many items. To prevent your forum being flooded with messages, specify a number here to limit the messages posted from the feed to the first few items.

- **Search Items for Words**

When a feed is checked you may optionally have vBulletin search each item for key words and only post the item if one or more of those key words is found. Enter any number of words into the text box, separating each word with a space or new line.

By ticking and unticking the **Search Titles Only** control you may specify whether the system should search the title feed only, or both the title feed **and** the description field from each item in the feed.

- **User Name**

Enter the name of the user who to whom items posted from this feed will be attributed. Usually this would be an administrator, or a special user created solely as the poster of RSS items.

- **Forum**

Select a forum into which messages posted from the feed will be placed. Ensure that the forum you choose can accept posts!

- **Allow Smilies**

If any smilie codes are found in the RSS items to be posted, having this option set to 'Yes' will convert those smilie codes into their corresponding smilie images.

- **Display Signature**

Set this option to 'Yes' if you would like items posted by the RSS feed robot to include the signature of the user to whom they are attributed (see *User Name* above).

- **Convert HTML to BB Code**

Some RSS feeds contain HTML formatting. If you would like vBulletin to attempt to convert HTML into BB Code, set this option to 'Yes'.

Note:

Note that the later setting 'Allow HTML in Announcements' will be ignored if this option is enabled.

Templates Help ?

The two templates listed here are used for the title (title template) and body (body template) of messages posted by the RSS poster.

You can specify exactly how these items appear and any item from a feed can be inserted by using {feed:fieldname} where 'fieldname' corresponds to one of the following: title, description, link, id, date, enclosure_href and content:encoded.

Title Template	BBC News: {feed:title}	?
Body Template	{feed:description}	?
<input type="button" value="Large Edit Box"/> [url={feed:link}]More...[/url] Increase Size Decrease Size		

RSS feeds can contain a lot of information, and in order to be as flexible as possible, vBulletin provides two simple template fields in which you can specify exactly what information you would like extracted from each RSS item, and how to format it.

Within vBulletin, we allow you to access only specific parts of the RSS. The fields you can use are title, description, link, id, date, enclosure_href and content:encoded

These fields of information can be included in the templates using the simple format {feed:fieldname} where 'fieldname' is the name of the field whose contents you want to insert.

Here is an example of a template that will include the item title, description and link:

```
[b]{feed:title}[/b]
{feed:description}
[url={feed:link}]More...[/url]
```

There are two templates to complete - one for the title of the item to be posted, and one for the message body.

The vBulletin RSS Feed posting robot has the ability to post RSS items either as threads or as announcements, with different options for each posting type. The options for each type are described in the following pages.

- [Posting RSS Items as Threads](#)
- [Posting RSS Items as Announcements](#)

Posting RSS Items as Threads

[Back to Top](#)

To post RSS items for the current feed as threads, first select the radio button labelled **Post Items as Threads**. The options below will then apply to the posted items.

Post Items as Threads ?

Post Icons	<input type="radio"/> <input type="radio
------------	--

- Moderate Thread**

If you would like to give your moderation staff the opportunity to check the content of items posted by the RSS robot before they

- Thread Action Delay (Hours)**

This special option allows the system to perform an action on a thread posted by the RSS robot after a number of hours has elapsed.

If you would like an action to be performed on a thread after a time delay, enter a number of hours in the box provided, otherwise leave the value as 0 to disable the option.

- Unstick Sticky Thread After Delay**

Select this option if you would like sticky threads to be unstuck after the number of hours you specified. This can be useful for drawing attention to new items for a limited time, before allowing them to drop off the first page of thread results.

- Close Thread After Delay**

This option allows you to have threads posted by the RSS robot to be automatically closed after a delay specified by you (above).

Posting RSS Items as Announcements

[Back to Top](#)

To post RSS items for the current feed as announcements, you must first select the radio button labelled **Post Items as Announcements**, which will allow the options below to be set.

<input type="radio"/> Post Items as Announcements	<input type="radio"/> Yes <input checked="" type="radio"/> No	?
Allow HTML in Announcements		?
Strongly not recommended - see Help		
Days for Announcement to Remain Active	10	?

- Allow HTML in Announcements**

If this option is set to 'Yes', any HTML included in RSS items will be posted verbatim in items posted on your board.

Warning:

Allowing raw HTML means that any malicious HTML or Javascript code included in the RSS feed will appear uncensored on your board. **Do not** enable this option unless you fully trust the RSS source to not include such exploit code, or all sorts of bad things could happen...

- Days for Announcements to Remain Active**

Announcements posted by the RSS robot will remain visible to board visitors for a limited time. You can set the amount of days they will remain active using this control.

Note:

Once an announcement has been posted by the RSS robot, you can manually change the expiry date of any individual announcement by editing it directly via the Admin CP > Announcements > Announcement Manager > Edit system.

Saving and Previewing RSS Feeds

[Back to Top](#)

After setting all the options for an RSS feed, you can either choose to save it straight away using the [Save] button...

Save **Preview Feed** **Reset**

...or you can preview the results of the options you have set by pressing the [Preview Feed] button.

Preview Feed **Help ?**

Scorpions deployed in cancer battle

Venom holds hope for sufferers

A protein found in scorpion venom could lead to a new treatment for a particularly aggressive type of brain cancer, according to new research....

[More...](#)

ISS inhabitants plan space stroll

Popping out for a breath of fresh...er...

ESA astronaut Thomas Reiter is gearing up for a spacewalk around the International Space Station along with his NASA colleague, Jeff Williams....

[More...](#)

The preview function allows you to quickly see how your templates are working, whether the feed URL is correct, etc.

Occasionally, the preview may also give you useful information about the feed, such as suggestions for options.

Preview Feed **Help** 

This feed supports `content:encoded`. Your imported feeds may appear nicer if you use `{rss:content:encoded}` in your bodytemplate instead of `{rss:description}` and enable the *Convert HTML to BB Code* option.

Scheduled Tasks

[Back to Top](#)

The vBulletin Scheduled Task Manager allows you to add tasks that will be executed at specific intervals, much like the Unix Cron system.

You will find a number of tasks already set to run at specific times, and you can edit the intervals for those tasks, or add your own if you have something specific you need done.

Introduction to Scheduled Tasks

[Back to Top](#)

Scheduled tasks allow you to run scripts at specific intervals. It is essentially equivalent to ‘cron jobs’ in Unix and ‘scheduled tasks’ in Windows®.

Examples of things you might use scheduled tasks for include daily and weekly email digests and automatic, happy-birthday emails.

Warning:

vBulletin’s scheduled tasks system does not constantly run on the server like cron and scheduled tasks in Windows®. Tasks are automatically run when a user browses your board, so if your board does not have any traffic at a given time, tasks scheduled to run then will not run until later.

vBulletin’s scheduled tasks also will not run when your board is turned off.

Managing Scheduled Tasks

[Back to Top](#)

When going to Scheduled Tasks > Scheduled Task Manager, you will be presented with a screen like this:

Scheduled Task Manager		Help ?	
m h D M Dow	Title	Next Time	Controls
05 * * * *	Hourly Cleanup	02-25-2004 01:05 AM	Edit ▾ Go Run Now
10 * * * *	Attachment Views	02-25-2004 01:10 AM	Edit ▾ Go Run Now
15 * * * *	Restore Temporarily Banned Users	02-25-2004 01:15 AM	Edit ▾ Go Run Now
20 * * * *	Hourly Cleanup #2	02-25-2004 01:20 AM	Edit ▾ Go Run Now
25 * * * *	User Promotions	02-25-2004 01:25 AM	Edit ▾ Go Run Now
56 * * * *	Thread Views	02-25-2004 01:56 AM	Edit ▾ Go Run Now
00 0 * * *	Daily Statistics Log	02-26-2004 12:00 AM	Edit ▾ Go Run Now
01 0 * * *	Birthdays	02-26-2004 12:01 AM	Edit ▾ Go Run Now
02 0 * * *	Daily Digest	02-26-2004 12:02 AM	Edit ▾ Go Run Now
02 0 * * *	Subscriptions	02-26-2004 12:02 AM	Edit ▾ Go Run Now
03 0 * * *	Activation Reminder Email	02-26-2004 12:03 AM	Edit ▾ Go Run Now
30 0 * * Mon	Weekly Digest	03-02-2004 12:30 AM	Edit ▾ Go Run Now

All times are GMT. The time now is 09:57 PM.

[Add New Scheduled Task](#)

The columns mean the following:

- **m** – this stands for minute. This is the minute of the hour when the task will run. * means it runs every minute.
- **h** – this stands for hour, the hour of the day when the task will run. * means it will run every hour.
- **D** – this stands for day. If a number is specified, this is the day of the month when the task will run; * means it will run every day.
- **M** – this stands for month. This is the month of the year when the task will run. As you may expect, * means it will run each month.
- **DoW** – this stands for day of the week. If specified, the task will only run on this day of the week, ignoring the day of month setting; if * is selected here, control is passed to the day of month setting.
- **Title** – the name of the scheduled task.
- **Next Time** – the next time that the task is scheduled to run.
- **Controls** – contains controls to edit or delete the task (in the drop down) or run the task right now.

Adding or Editing a Scheduled Task

[Back to Top](#)

To add a new scheduled task, go to Scheduled Tasks > Add New Scheduled Task. You will be presented with a screen like this:

Add New Scheduled Task

Varname	<input type="text"/>	Help
Title	<input type="text"/>	?
Description	<input type="text"/>	?
Large Edit Box		
Increase Size Decrease Size		
Log Phrase	<input type="text"/>	?
Large Edit Box		
Increase Size Decrease Size		
Day of the Week (Note: this overrides the 'day of the month' option)	<input type="text" value="*"/>	?
Day of the Month	<input type="text" value="*"/>	?
Hour	<input type="text" value="*"/>	?
Minute	<input type="text" value="*"/> - - - -	?
Active	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Log Entries	<input checked="" type="radio"/> Yes <input type="radio"/> No	?
Filename	<input type="text" value="./includes/cron/.php"/>	?
Product	<input type="text" value="vBulletin"/>	?
Save Reset		

- **Varname** – An unique identifier for the task. You will most likely want to call this something similar to the task's title. You may only use a-z, A-Z, 0-9, and _ (underscore) in this field.
- **Title** – the title of the scheduled task. This is used for identifying the task in the scheduled task manager and log.
- **Description** – the description of the scheduled task. This is used for describing the task in the scheduled task manager.
- **Log Phrase** - this controls the format of the phrase that will be used when logging successful runs of this task. If the code that logs this task provides more specific information about what was performed, you may use text placeholders such as {1}.
- **Day of the Week** – the specific day of the week that the task should run on. If this is set to a day, then the *Day of the Month* setting will not have any effect.
- **Day of the Month** – if *Day of the Week* is set to *, then this indicates the specific day of the month that the task should run on. Set this to * to run the task daily.
- **Hour** – the hour of the day when the task is run. Set this to * to run the task every hour.
- **Minute** – the minute of the hour when the task is run. Set this to * to run the task every minute.
- **Active** – The task will only execute when this option is enabled.
- **Log Entries** – allows you to specify whether results from the task are logged.
- **Filename** – the path to the PHP script which contains the code to be run. This should be specified relative to the main forums directory.
- **Product** - this is the product that this task is associated with. You do not need to change this value unless you are developing an addon to be released.

Scheduled Task Log

[Back to Top](#)

The scheduled task log is simply a way to see when tasks are run and what effect they had. When you go to Scheduled Tasks > Scheduled Task Log, you will be presented with a screen similar to this:

Scheduled Task Log Viewer

Log Entries to Show Per Page	<input type="text" value="15"/>	?
Show Only Entries Generated By	<input type="text" value="All Scheduled Tasks"/>	?
Order By	<input type="text" value="Date"/>	?
View		

Prune Scheduled Task Log

Remove Entries Relating to Action	<input type="text" value="All Scheduled Tasks"/>	?
Remove Entries Older Than (Days)	<input type="text" value="30"/>	?
Prune		

Here, you may view previous log entries or prune old entries.

To view log entries, select the criteria you want and click [View]. This will lead you to a screen that looks like this:

Scheduled Task Log Viewer (page 1/1) There are 7 total log entries.				[Restart]	Help ?
ID	Action	Date	Info		
7	Weekly Digest	00:52, 25th Feb 2004	Weekly Digests Sent		
6	Daily Digest	00:52, 25th Feb 2004	Daily Digests Sent		
5	Subscriptions	00:50, 25th Feb 2004	Subscriptions Updated		
4	Daily Digest	02:30, 19th Feb 2004	Daily Digests Sent		
3	Weekly Digest	13:33, 17th Feb 2004	Weekly Digests Sent		
2	Subscriptions	21:28, 5th Feb 2004	Subscriptions Updated		
1	Daily Digest	21:25, 5th Feb 2004	Daily Digests Sent		

- **ID** – ID number used to identify the log entry.
- **Action** – title of the scheduled task run.
- **Date** – date and time that the task was run.
- **Info** – information returned from the task. For some scripts, this information may include users affected.

[Back to Top](#)

Plugin System

From version 3.5, vBulletin has an extensive plugin system, allowing new features to be added and functionality to be changed by third-party add-ons, without modifying the core vBulletin code.

The following sections detail some of the methods in which this can be done.

The Product Manager

[Back to Top](#)

The product manager, found at Admin Control Panel > Plugin System > Manage Products, is a tool for dealing with the installation, removal, enabling and disabling of [products](#).

Each row of the product manager interface shows the details of a product you have installed into your vBulletin system.

Installed Products			
Title	Version	Description	Controls
vBulletin	3.5.0		
My Product	1.0	A test product	<input type="button" value="Edit"/> <input type="button" value="Go"/>
Your Product	0.57	Another test product	<input type="button" value="Edit"/> <input type="button" value="Go"/> <input type="button" value="Edit"/> <input type="button" value="Disable"/> <input type="button" value="Export"/> <input type="button" value="Uninstall"/>

The image shown above lists two installed products - *My Product* and *Your Product*. You can see the description of each product, together with the version number of the currently installed version.

For the majority of users, the product manager will be the interface through which downloaded products are installed, upgraded or removed.

Installed products can be temporarily disabled or fully removed from the system using the corresponding popup menu for each product.

The product manager also acts as the packager for creating new products - this use is described fully in [Creating a Product](#).

Importing / Installing a Product

[Back to Top](#)

Having downloaded a product from [vBulletin.com's Members Area](#) or [vBulletin.org](#), the product manager contains a link labelled [Add/Import Product].

Clicking this link will load the Add/Import Product interface, which contains two forms. In this instance, we will be using the **Import Product** form.

Import Product	
EITHER upload the XML file from your computer	<input type="file"/> <input type="button" value="Browse..."/>
OR import the XML file from your server	<input type="text" value="./includes/xml/product.xml"/>
Allow Overwrite If you wish to upgrade a product, you must set this to yes.	<input type="radio"/> Yes <input checked="" type="radio"/> No
<input type="button" value="Import"/> <input type="button" value="Reset"/>	

Importing a product is done in much the same way as importing a style, or a language pack. You simply need to click the [Browse] button and navigate with the file dialog to the product XML file you downloaded.

Alternatively, if you have uploaded the XML file to your server via [FTP](#), you can specify the relative path to the XML file from your forums directory instead of using the [Browse] button.

If you are installing a new product, you should leave the Allow Overwrite option set to **No**, but if you are installing a new version of a product you have previously installed (upgrading) then this option should be set to **Yes**.

When the form is complete, hit the [Import] button and the XML file will be imported, installing any templates, phrases, plugins etc. that are specified within that XML file.

Temporarily Deactivating a Product

[Back to Top](#)

It is possible to temporarily disable / deactivate a product through the product manager *without* totally removing it. This makes debugging simpler, as problems can be isolated to specific products by disabling all products and then re-enabling them one by one until the problem reappears.

To disable a product, simply select Disable from the popup menu next to the product you want to deactivate.

Installed Products			
Title	Version	Description	Controls
vBulletin	3.5.0		Edit Go
My Product	1.0	A test product	Edit Go
Your Product	0.57	Another test product	Edit Go
			<div style="border: 1px solid black; padding: 2px; display: inline-block;"> Edit Disable Export Uninstall </div>

Disabled products will not execute their plugin code, nor will their appear control panel navigation items be displayed and any defined bitfield permissions will not be shown in the usergroup permissions editor.

A disabled product shows with its name struck-through and will have the Disable option from the popup menu replaced by a Enable option. To re-enable a product, simply select this option.

Installed Products			
Title	Version	Description	Controls
vBulletin	3.5.0		Edit Go
My Product	1.0	A test product	Edit Go
Your Product	0.57	Another test product	<div style="border: 1px solid black; padding: 2px; display: inline-block;"> Edit Enable Export Uninstall </div>

Removing / Uninstalling a Product

[Back to Top](#)

If you no longer have any need for a product you have previously installed, you can remove it from the system easily and cleanly.

Uninstalling a product will automatically and **permanently** remove the following:

- All plugin code attached to the product
- All master templates attached to the product
- All master phrases attached to the product
- All options attached to the product
- All admin help entries attached to the product

Any additional files uploaded as part of the product installation will need to be removed manually in the same manner as they were uploaded.

To uninstall a product, select the Uninstall option from the popup menu corresponding to the target product.

Installed Products			
Title	Version	Description	Controls
vBulletin	3.5.0		Edit Go
My Product	1.0	A test product	Edit Go
Your Product	0.57	Another test product	<div style="border: 1px solid black; padding: 2px; display: inline-block;"> Edit Disable Export Uninstall </div>

Note:

While the master versions of all templates and phrases belonging to a product will be deleted by the uninstall procedure, if any *customized* versions exist, they will be retained in the database and will appear as custom templates.

The Plugin Manager

[Back to Top](#)

vBulletin contains a number of [hooks](#), to which can be attached chunks of code to extend or change the functionality of vBulletin. These chunks of code are called [plugins](#). The plugin manager is the system through which plugins can be added, modified and removed.

Plugin System			
Title	Product	Active	Controls
Save Active Status			
[Add New Plugin]			

Adding or Editing a Plugin

[Back to Top](#)

To add a plugin, navigate to Plugin System > Add New Plugin. This will take you to the **Add New Plugin** form.

Edit Plugin Profile Update Logger

Product	<input type="button" value="Test Product"/>
Hook Location	<input type="text" value="profile_updateprofile"/>
This specifies the location within the vBulletin code of the hook that will fire this plugin function.	
Title	<input type="text" value="Profile Update Logger"/>
Enter a title that describes this plugin.	
Execution Order	<input type="text" value="10"/>
Use this field to enter the order in which code at the same hook will be executed.	
Plugin PHP Code	<pre>\$tmp_uid =& \$vbulletin->userinfo['userid']; \$db->query_write("INSERT INTO ". TABLE_PREFIX . "profilelog (userid, dateline) VALUES (\$tmp_uid, " . TIMENOW . ") ");</pre>
<input type="button" value="Increase Size"/> <input type="button" value="Decrease Size"/>	
Plugin is Active	<input checked="" type="radio"/> Yes <input type="radio"/> No
If this plugin is marked as inactive, it will not be called by vBulletin. Use this to temporarily turn plugins on and off.	
<input type="button" value="Save"/> <input type="button" value="Reset"/>	

The fields on the Add New Product form are **all** required for successful plugin operation. Each field is described here:

Product Use the Product field to attach this plugin to a product. This allows plugins to be grouped together and exported and installed as part of a product package through the [product manager](#).

Hook Location The [hook](#) location specifies *where* in the vBulletin system your plugin code should be executed.

To work out what hook would be appropriate to use, you will need to look through the vBulletin PHP scripts for hook locations, then identify the unique ID of hook you want to use.

In the example illustrated, we are attaching our code to the profile_updateprofile hook, which can be found in profile.php with this line:

```
($hook = vBulletinHook::fetch_hook('profile_updateprofile')) ? eval($hook) : false;
```

Title Use the title field to give your plugin a meaningful name to help you identify it at a later date.

Execution Order This field allows the execution order to be defined when multiple hooks are to be executed. A hook with a lower execution number will be executed first.

Plugin PHP Code Use this box to enter the PHP code you want to be executed at the specified hook location. Remember that the code runs in the context and scope of the hook line itself.

For more information about writing plugin code, there is a [section of this manual dedicated to this subject](#).

Warning:

Plugin code must be valid PHP or errors will ensue.

Plugin is Active You can use this control to disable an individual plugin without removing the code. This can be helpful in debugging.

Plugin Summary View

[Back to Top](#)

When multiple plugins are added, they can all be viewed at a glance through the plugin manager. The manager's main page will display

- the title of each plugin
- the hook that executes the code (or the product the plugin belongs to)
- the active/inactive status of the plugin

Plugin System				
Title	Hook Location	Active	Controls	
Product : Test Product				
Test Code	announcement_start	<input checked="" type="checkbox"/>	[Edit] [Delete]	
User Code	userdata_start	<input checked="" type="checkbox"/>	[Edit] [Delete]	
Product : vBulletin				
My Modification	ajax_start	<input checked="" type="checkbox"/>	[Edit] [Delete]	
Save Active Status				

From here you can also activate or deactivate one or more plugins without having to visit the full editor page. To do this, simply change the status of one or more of the plugin checkboxes, then click the [Save Active Status] button at the bottom of the form. The plugins saved with the checkbox unchecked will now be disabled.

Plugin System				
Title	Hook Location	Active	Controls	
Product : Test Product				
Test Code	announcement_start	<input checked="" type="checkbox"/>	[Edit]	[Delete]
User Code	userdata_start	<input type="checkbox"/>	[Edit]	[Delete]
Product : vBulletin				
My Modification	ajax_start	<input type="checkbox"/>	[Edit]	[Delete]
Save Active Status				

Help! I've broken my board!

[Back to Top](#)

Hopefully you'll never have the misfortune to break your board with a plugin containing an error, but if you do you could potentially find yourself unable to log into correct the problem because your plugin has broken the login system.

Thankfully, help is at hand. There is a global, code-level switch you can use to totally disable the plugin/hook system so that any plugins (including broken ones) do not run.

To disable the plugin/hook system completely without accessing the Admin CP options, you need to edit [includes/config.php](#) and add the following code:

```
define('DISABLE_HOOKS', true);
```

With this code in config.php, no plugins will run at all.

To re-enable the plugin system, remove the code again from config.php.

Creating a Product

[Back to Top](#)

To create a vBulletin 'product' that can be downloaded and installed by others, there are several stages to be performed.

In summary, they are these:

1. Add a product record and title it accordingly
2. Add plugin code for the product
3. Add templates and phrases for the product
4. Add options for the product
5. Add control panel navigation entries for the product
6. Add bitfield permissions for the product
7. Export the product XML file

Adding a Product

[Back to Top](#)

The first step when creating a product for others to install is to create the product record.

This will act as a grouping agent for all the items you add that go together to form your product.

To add a product record, navigate to Plugin System > Manage Products > Add/Import Product then use the Add New Product form.

Add New Product		Help 
Product ID	<input type="text"/>	?
Title	<input type="text"/>	?
Version	<input type="text"/>	?
Description	<input type="text"/>	?
Product URL	<input type="text"/>	?
Version Check URL	<input type="text"/>	?
Save		Reset

The fields to complete are as follows:

Product ID This is the most important field of a product - all items added to the product such as templates, plugins, phrases etc. will all reference this value to indicate their attachment to the product.

Product IDs can contain lowercase letters, underscores and numbers but no other characters.

Note:

Please do **not** name your products with a 'vb' prefix, such as *vbelephant* or *vbsidewalk*. The 'vb' prefix is reserved for official vBulletin products released by Jelsoft or its affiliates.

Title The title field is used to give your product a recognizable name for the purposes of identification.

Version The version field is important as it is used in the product upgrade process. A version value of 2.0 is considered newer than 1.0 etc.

Description Fairly self-explanatory, the description field is used to give a little more detail about your product than the title field.

Product URL This is the location where users can get information and support for your product. If you provide this, the product title will be linked to this URL from the product list.

Version If you provide this URL, users will be able to automatically check to see if their version of the product

Check URL is up to date. Data returned by this page must be in this format:

```
<version productid="x">1.2.3</version>
```

Where x is the product ID, and 1.2.3 is the latest version of your product.

When all fields are complete, hit the [Save] button and your product record will be inserted and will be listed in the [product manager](#).

Writing Plugin Code

[Back to Top](#)

Plugin code is regular PHP, and should be written as if editing the vBulletin scripts directly.

When adding code to a plugin, you should bear in mind that your code will have access to all variables and classes that are exposed at the point where the hook is placed.

For example, let us consider this hypothetical hook in a hypothetical script:

```
<?php
require_once('./global.php');

$foo = 1;
$bar = 2;

($hook = vBulletinHook::fetch_hook('hypothetical_hook')) ? eval($hook) : false;
eval('print_output("' . fetch_template('hypothetical_template') . '"');");
?>
```

Using this code, when the script terminates, \$foo will equal 1 and \$bar will equal 2.

We will now add a plugin to the *hypothetical_hook* hook, using this code:

```
if ($_SERVER['REMOTE_ADDR'] == '192.168.0.1')
{
    $foo = 10;
    $bar = 20;
}
```

When PHP runs the script now, the code will appear in effect as this, where the red code is the plugin code:

```
<?php
require_once('./global.php');

$foo = 1;
$bar = 2;

if ($_SERVER['REMOTE_ADDR'] == '192.168.0.1')
{
    $foo = 10;
    $bar = 20;
}

eval('print_output("' . fetch_template('hypothetical_template') . '"');");
?>
```

At the termination point of the script, if the IP address of the visiting browser is 192.168.0.1, \$foo will now equal 10 and \$bar will equal 20, though the original PHP code remains unmodified.

Optimizing Plugin Memory Usage

[Back to Top](#)

The plugin system works by storing all plugin code for all scripts in memory, so you can quickly find your plugins using large amounts of memory if they contain a lot of code.

A simple way to avoid this problem is to use the plugin code simply to *call* an external script, which contains all the complex code. In this way the code is only loaded when it is actually required.

For example, a plugin could contain this:

```
$tmp_uid =& $vbulletin->userinfo['userid'];
```

```
$db->query_write("
    INSERT INTO " . TABLE_PREFIX . "profilelog
    (userid, dateline)
    VALUES
    ($tmp_uid, " . TIMENOW . ")
");
```

or alternatively, that code could be placed into a file called (for example) `plugins/my_script.php`, and the plugin itself would contain this:

```
include('./plugins/my_script.php');
```

Naturally, the second option will use up far less memory than the first, and this saving will become more and more beneficial as the amount of code to be run increases.

Product Dependencies

[Back to Top](#)

If the product you are developing has specific requirements, such as PHP/MySQL/vBulletin versions or dependencies on other products, the new product dependencies system allows you to simply manage these checks.

Once you have created a product, you will be taken back to the main product manager page. From this page, select Edit from the dropdown for your product. Here, you can edit the existing product properties (see this page for more information), add/edit product dependencies, or add/edit install and uninstall codes. We will concentrate on the product dependencies section:

Add New Product Dependency

Dependency Type	<input type="radio"/> PHP Version <input type="radio"/> MySQL Version <input type="radio"/> vBulletin Version <input type="radio"/> Product ID <input type="text"/>	?
Compatibility Starts With Version	<input type="text"/>	?
Incompatible With Version (And newer versions)	<input type="text"/>	?
<input type="button" value="Save"/> <input type="button" value="Reset"/>		

Dependency Type (mandatory) This is the type dependency you are creating. You may add requirements on specific versions of PHP, MySQL, and vBulletin. Additionally, you may add a dependency on a specific product, identified by product ID. If you are depending on a specific product, the user must have this product installed *and enabled!*

Compatibility Starts With Version (mandatory in some cases) This controls the minimum compatible version. You may leave this blank if you wish to have no minimum version; if you do this, you must enter a value into the *Incompatible With Version* field.

This version is included in the compatibility. For example, if you require PHP 5.0.0, 5.0.0 will qualify. However, 5.0.0 Beta 1 will not.

Incompatible With Version (mandatory in some cases) This is the first incompatible version. All versions newer than this are also incompatible. If you wish to only require a minimum version, you may leave this field blank.

This version is not considered compatible. For example, if you specify that your product is incompatible with PHP 5.0.0, a user with PHP 5.0.0 Beta 1 will be able to install your product, while a user with PHP 5.0.0 or 5.0.1 would not.

Installation & Uninstallation Code

[Back to Top](#)

If the product you are developing requires additional code, such as database queries, to be run during installation or uninstallation, this section will cover how to accomplish this.

Once you have created a product, you will be taken back to the main product manager page. From this page, select Edit from the dropdown for your product. Here, you can edit the existing product properties (see this page for more information) or add/edit install and uninstall codes. We will concentrate on the install codes section:

Add New Install/Uninstall Code

Version	<input type="text"/>
Install Code	<input type="text"/>
Large Edit Box	<input type="text"/>
Increase Size Decrease Size	
Uninstall Code	<input type="text"/>
Large Edit Box	<input type="text"/>
Increase Size Decrease Size	
<input type="button" value="Save"/> <input type="button" value="Reset"/>	

Version (mandatory) The version of your product that this specific install/uninstall code pair corresponds to. This is used to control when the code is executed (see below).

Install Code (optional) This PHP code will be run only during installation of or while upgrading your product, starting with code attached to the oldest version. If the user is upgrading, only codes attached to newer versions will be run. Here is an example:

*You make several releases of your product, DemoProduct, versions 1.0, 1.1, 2.0, and 2.0.1. A user currently has version 2.0 installed. When he or she upgrades to 2.0.1, the **only** install code that will be run is code attached to the 2.0.1 release. However, when someone installs your product for the first time, code will be run from all versions in the order of 1.0, 1.1, 2.0, and finally 2.0.1.*

This system allows you to provide increment upgrades and first time installs in the same system.

Uninstall Code (optional) This PHP code is run only when your product is fully uninstalled. This should be used to clean up any tables or extra data that your product has created. Note that control panel options, phrases, templates, and plugins will automatically be cleaned up for you.

Multiple pieces of uninstall code are executed from the newest to oldest version. Using the example above, the uninstall codes will be run in this order: 2.0.1, 2.0, 1.1, 1.0. This allows you to couple install codes and uninstall codes together into a specific version, preventing some uninstallation errors from occurring.

Existing Install/Uninstall Code			
Version	Install Code	Uninstall Code	Delete
1.0	<pre>CREATE TABLE ".TABLE_PREFIX . "profilelog (userid INT UNSIGNED NOT NULL, dateline INT UNSIGNED NOT NULL, INDEX (userid)</pre>	<pre>\$db->query("DROP TABLE ".TABLE_PREFIX . "profilelog");</pre>	<input type="checkbox"/>

Warning:

You must handle errors that may occur in the install/uninstall code as there is no built in error checking beyond what PHP natively provides.

XML-based Control Panel Navigation

[Back to Top](#)

In vBulletin 3.5, the navigation frame is built dynamically using XML files that define what links to show in what groups. This means that new links can be added without any modification of the stock vBulletin files.

When building the navigation frame, vBulletin searches the includes/xml directory for files called cpnav_product.xml, where 'product' is replaced with the unique identifier for a product, for example cpnav_myproduct.xml.

An example cpnav XML file might look like this:

```
<?xml version="1.0" encoding="ISO-8859-1"?>
<navgroups product="myproduct">
    <navgroup phrase="my_product" hr="true" permissions="canadminsettings" displayorder="1">
        <navoption displayorder="10">
            <phrase>my_product_manager</phrase>
            <link>myproduct.php?do=modify</link>
        </navoption>
        <navoption displayorder="20">
            <phrase>add_new_item</phrase>
            <link>myproduct.php?do=add</link>
        </navoption>
    </navgroup>
</navgroups>
```

This block of XML defines a navigation group containing two links, as seen here:



The root node in the XML file is `<navgroups>`, which also has an attribute of `product`, which should correspond to the name of the product in the filename - so for example, `cpnav_myproduct.xml` should have a root group of `<navgroups product="myproduct">`.

Within the `<navgroups>` node resides any number (greater than one) of `<navgroup>` nodes. Each `<navgroup>` node has a number of attributes, some of which are optional while others are mandatory. The attributes are as follows:

phrase The `phrase` attribute defines the name of the phrase used to display the text for the navigation group.
 (mandatory) This phrase should be a member of either the *GLOBAL*, *Control Panel Global*, or preferably the *Control Panel Home Pages* phrase group. The phrase should belong to the product being described.

displayorder The `displayorder` attribute is used to define the position of the navigation group relative to other navigation groups. A navigation group with a displayorder of 3 will appear before a group having displayorder 6 etc.

Note that display order is distributed between *all* products, so if one product has two navgroups, with display order values of 10 and 30 respectively, while another product has a two navgroups with display order values of 20 and 40, the navgroups of the two products will appear interleaved in the navigation panel.

text The `text` attribute will be shown if the defined phrase does not exist.
 (optional)

permissions If a navigation group should be displayed only to administrators with specific permissions, the `permissions` attribute can be used to achieve this.

As an example, if only administrators with *Can Administer Styles* permissions should be allowed to view a navigation group, you should add `permissions="canadminstyles"` to the `<navgroup>` tag.

hr If the `hr` attribute exists and has a value of *true*, an extra amount of space will be left underneath the navigation group in order to create logical groupings of navigation groups.
 (optional)

Within each <navgroup> node can be any number (greater than one) of <navoption> nodes. Each of these define a single link within the navigation group. A single <navoption> node looks like this:

```
<navoption displayorder="50">
    <phrase>phrase_varname</phrase>
    <link>product.php?do=action</link>
</navoption>
```

Much like the <navgroup> tag, the *displayorder* attribute here controls the order of the links within the navgroup. A link with displayorder = 10 will be displayed before a link with displayorder = 20.

Navigation options have two child nodes, <phrase> and <link>. These are very simple nodes and perform an equally simple task. The <phrase> node contains the name of the phrase whose text will be displayed. As with the phrase attribute of the <navgroup> tag, this phrase should be defined within either the *GLOBAL*, *Control Panel Global*, or preferably the *Control Panel Home Pages* phrase groups, and should belong to the appropriate product. Secondly, the <link> node contains the *relative URL* to the script to which the option links.

vBulletin can support an unlimited number of cpnav_product.xml files, in order to allow any product to add to the default list of navigation links in the admin control panel.

Note:

For a fully-featured control panel navigation XML file example, see includes/xml/cpnav_vbulletin.xml

XML-based Bitfield Definitions

[Back to Top](#)

Prior to vBulletin 3.5, the bitfields used for systems such as usergroup forum permissions (database: usergroup.forumpermissions) and user options (database: user.options) were defined in includes/init.php. This meant that in order to define additional bitfields, a core file in vBulletin needed to be modified. Needless to say, this was not an ideal system, as the modifications would need to be re-applied after every vBulletin upgrade.

With 3.5, this problem has been resolved using XML files tied into the product system.

Every product can add a file called bitfield_[product].xml to the includes/xml directory. When bitfields are rebuilt, these files will be read by the system and will appear in the bitfield datastore cache.

An example bitfield XML file might look like this:

```
<?xml version="1.0" encoding="ISO-8859-1"?>
<bitfields product="myproduct">
    <bitfielddefs>
        <group name="ugp">
            <group name="myproductpermissions">
                <bitfield name="canfoo" group="myproduct_permissions" phrase="can_foo">1</bitfield>
                <bitfield name="canbar" group="myproduct_permissions" phrase="can_bar">2</bitfield>
            </group>
        </group>
    </bitfielddefs>
</bitfields>
```

In this example XML file, we define two bits for a new usergroup.myproductpermissions bitfield. After completing the following steps, vBulletin will be able to reference these two permission bitfields using \$vbulletin->bf_ugp_myproductpermissions['canfoo'] and \$vbulletin->bf_ugp_myproductpermissions['canbar'].

Within the <group name="ugp"> (usergroup permissions) node are definitions for groups of bitfield permissions. The <group name="myproductpermissions"> node defines a bitfield called *myproductpermissions*, which corresponds to an integer field in the *usergroup* table called *myproductpermissions*.

Inside this node are individual <bitfield> nodes, each of which defines a bit within the *myproductpermissions* bitfield. Each of these nodes has three important attributes:

name The name attribute defines the name of the bit for easy reference within vBulletin code.

For example, if your <group> node's name is *myproductpermissions*, and your bitfield's name is *canfoo*, you will be able to access the value of this bit using \$vbulletin->bf_ugp_myproductpermissions['canfoo'].

group The *group* attribute is important only for integration into the usergroup editor. You can either specify the name of an existing group (for reference, see includes/xml/bitfield_vbulletin.xml), in which case the yes/no radio buttons for this bit will appear within that group, or else you can define a new group, in which case the name of the group should correspond to the phrase name for the group you are creating.

In order to be able to use and edit these newly-defined permissions, we must first prepare the system.

1 The first thing to do is to [define the product](#) using the [product manager](#), if you have not done so already.

2 We must now alter the usergroup table in the database to include this new field. The query to support this particular field would be as follows:

```
ALTER TABLE usergroup ADD myproductpermissions INT UNSIGNED NOT NULL DEFAULT 0;
```

3 Now that we have a place in the database to store the permissions it is necessary to add all the phrases referenced by the bitfields XML. In our example, these phrases are called *myproduct_permissions*, *can_foo* and *can_bar*.

These phrases need to be added to the *Permissions* phrase group, and should belong to the *myproduct* product.

Insert into MASTER Yes No
 LANGUAGE (Developer Option)
 Phrase Type Permissions
 Product My Product
 Varname can_foo
 Text Can Foo

Translations

- 4 With the phrases and the database field in place, we can now perform the final step, which is to rebuild the vBulletin bitfield cache from the XML files. This can only be done in debug mode, and appears as a link in the **vBulletin Options** navigation group.

My Product
 My Product Manager
 Add New Item

vBulletin Options
 vBulletin Options
 Search Type
 Admin Help Manager
Rebuild Bitfields

Styles & Templates
 Style Manager
 Search in Templates
 Development Variable Manager

- 5 The newly-defined bitfield permissions will now appear within the [usergroup editor](#) and can be edited in the same way as the standard, predefined permissions for each usergroup.

My Product Permissions

Can Foo	<input type="radio"/> Yes <input checked="" type="radio"/> No
Can Bar	<input type="radio"/> Yes <input checked="" type="radio"/> No

Exporting a Product

[Back to Top](#)

When your product is complete (and fully tested of course!) the final step is to export it into a format that is easily usable by people who may want to install your product for themselves.

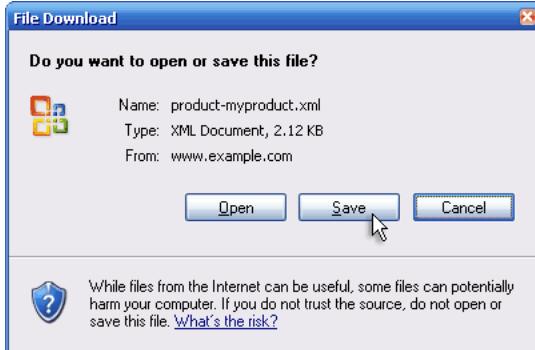
The vBulletin product manager includes a facility to do just this. Almost all the items you have added to your product can be exported in a single XML file. The following items are included in the exported product XML file:

- Product version, title, description etc.
- Plugins
- Templates
- Phrases
- Options

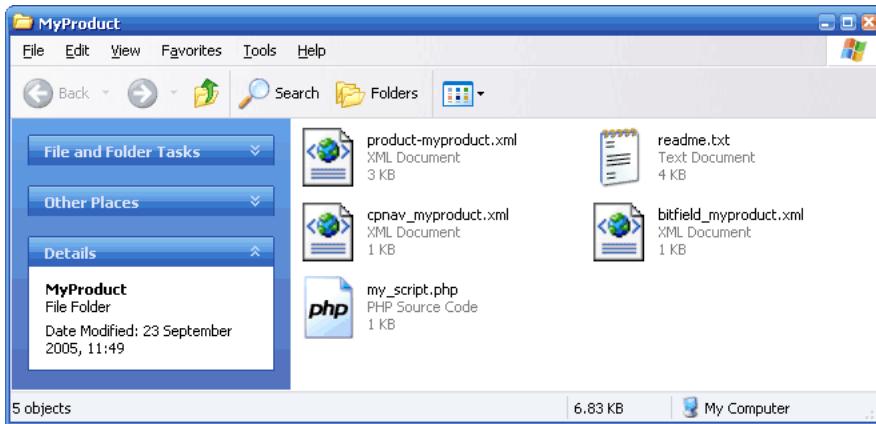
To export a product, simply select the Export option from the product's popup menu.

Installed Products			
Title	Version	Description	Controls
vBulletin	3.5.0		
My Product	1.0	A test product	<input type="button" value="Edit"/> <input type="button" value="Go"/>
Your Product	0.57	Another test product	<input type="button" value="Edit"/> <input type="button" value="Disable"/> <input type="button" value="Export"/> <input type="button" value="Uninstall"/>

This will pop up a dialog asking if you would like to save an XML file. Click the [Save] button and save the XML file to a safe place on your computer's hard drive.



The resulting XML file can then be packaged up with any bitfield or cpnav XML files, additional PHP, Javascript and CSS scripts and zipped for distribution.



The following is an example of an exported product XML file containing a plugin, two templates and six phrases:

```
<?xml version="1.0" encoding="ISO-8859-1"?>

<product productid="myproduct" active="1">
    <title>My Product</title>
    <description>A test product</description>
    <version>1.0</version>
    <codes>
        <code version="1.0">
            <installcode><![CDATA[$db->query("CREATE TABLE ". TABLE_PREFIX . "profilelog (
                userid INT UNSIGNED NOT NULL,
                dateline INT NOT NULL,
                INDEX (userid)
            )");]]></installcode>
            <uninstallcode><![CDATA[$db->query("DROP TABLE ". TABLE_PREFIX . "profilelog
                "));]]></uninstallcode>
        </code>
        <code version="2.0">
            <installcode><![CDATA[$db->query("ALTER TABLE ". TABLE_PREFIX . "profilelog
                CHANGE dateline dateline INT UNSIGNED NOT NULL
            "));]]></installcode>
            <uninstallcode><![CDATA[$db->query("DROP TABLE ". TABLE_PREFIX . "profilelog
                "));]]></uninstallcode>
        </code>
    </codes>
    <templates>
        <template name="profile_log"
            templatetype="template" date="1127469263" username="Administrator"
            version="3.5.0"><![CDATA[<div>
$profile_logbits
</div>]]></template>
        <template name="profile_logbit"
            templatetype="template" date="1127472467" username="Administrator"
            version="3.5.0"><![CDATA[<div>
$log[username] @ $log[date] <span class="time">$log[date]</span>
</div>]]></template>
    </templates>
    <plugins>
        <plugin active="1">
            <title>Profile Update Logger</title>
            <hookname>profile_updateprofile</hookname>
            <phpcode><![CDATA[$tmp_uid =& $vbulletin->userinfo['userid'];

$db->query_write(
    INSERT INTO ". TABLE_PREFIX . "profilelog
    (userid, dateline)
    VALUES
    ($tmp_uid, ". TIMENOW . ")</phpcode>
        </plugin>
    </plugins>
</product>
```

"]);]]></phpcode>
</plugin>
</plugins>
<phrases>
 <phrasetype name="Permissions" fieldname="cppermission">
 <phrase name="can_bar"><![CDATA[Can Bar]]></phrase>
 <phrase name="can_foo"><![CDATA[Can Foo]]></phrase>
 <phrase name="myproduct_permissions"><![CDATA[My Product Permissions]]></phrase>
 </phrasetype>
 <phrasetype name="Control Panel Home Pages" fieldname="cphome">
 <phrase name="add_new_item"><![CDATA[Add New Item]]></phrase>
 <phrase name="my_product"><![CDATA[My Product]]></phrase>
 <phrase name="my_product_manager"><![CDATA[My Product Manager]]></phrase>
 </phrasetype>
</phrases>
<options>
</options>
</product>

Statistics & Logs

[Back to Top](#)

Statistics & Logs provides the storage point for any system generated messages and statistics regarding your forum

Statistics

[Back to Top](#)

When going to Statistics & Logs > Statistics you will be presented with a screen like this:

The screenshot shows a dark-themed interface with a header labeled "Statistics". Below the header is a vertical list of five links: "[Top Statistics]", "[Registration Statistics]", "[User Activity Statistics]", "[New Thread Statistics]", and "[New Post Statistics]".

These links are used to display various statistics regarding your board, the descriptions are provided below:

- **Top Statistics** - A short list of various records on your board.
- **Registration Statistics** - The number of registrations on your board shown over a defined time frame.
- **User Activity Statistics** - The number of users that visited your board shown over a defined time frame.
- **New Thread Statistics** - The number of new threads on your board shown over a defined time frame.
- **New Post Statistics** - The number of new posts on your board shown over a defined time frame.

Note:

User Activity Statistics will show 0 for any entries prior to your upgrade to vBulletin 3

The statistics viewer allows both a range of dates to be defined for reporting, the scope in which they should be displayed and the order of the sorting on date.

The screenshot shows a form titled "New Post Statistics". It includes fields for "Start Date" (set to February 7, 2004), "Last Post" (set to March 8, 2004), "Scope" (set to Daily), and "Order By Date" (set to Ascending). At the bottom are "Go" and "Reset" buttons.

Control Panel Log

[Back to Top](#)

The Control Panel Log is where all actions performed within the Admin Control Panel and the Moderator Control Panel can be viewed or deleted.

The screenshot shows a form titled "Control Panel Log Viewer". It includes dropdown menus for "Log Entries to Show Per Page" (set to 15), "Show Only Entries Relating to Script" (set to All Scripts), "Show Only Entries Generated By" (set to All Users), and "Order By" (set to Date). At the bottom is a "View" button.

The screenshot shows a form titled "Prune Control Panel Log". It includes dropdown menus for "Remove Entries Relating to Script" (set to All Scripts), "Remove Entries Logged by User" (set to All Users), and "Remove Entries Older Than (Days)" (set to 30). At the bottom is a "Prune Control Panel Log" button.

Control Panel Log Viewer

- **Log Entries to Show Per Page** - Number of entries to show on each page.
- **Show Only Entries Relating to Script** - Filter the logs viewed by the script that generated the log entry, this will still include files that may have been deleted after the logging.
- **Show Only Entries Generated By** - Filter the logs viewed by the user that generated the entry.
- **Order By** - The logs can be sorted based on Date, username or action performed.

Prune Control Panel Log

Pruning of the Control Panel Log should be performed to reduce the size of the database, alot of space can be consumed by this data.

- **Remove Entries Relating to Script** - The script to remove log entries for.
- **Remove Entries Logged by User** - The user to remove log entries for.

- **Remove Entries Older Than (days)** - Removes logs older than the length specified in days.

Note:

To access these parts of the Admin Control Panel you may need to edit your config.php please refer to [Editing the vBulletin Configuration File](#) for further instructions.

Moderator Log[Back to Top](#)

The Moderator Log is where all actions performed on threads on your board are stored. This does not include actions performed within the Admin Control Panel and Moderator Control Panel, these are logged within their respective sections.

Moderator Log Viewer

Log Entries to Show Per Page	<input type="text" value="15"/>
Show Only Entries Generated By	<input type="button" value="All Log Entries"/>
Order By	<input type="button" value="Date"/>
View	

Prune Moderator Log

Remove Entries Logged by User	<input type="button" value="All Log Entries"/>
Remove Entries Older Than (Days)	<input type="text" value="30"/>
Prune Log Entries	

Moderator Log Viewer

- **Log Entries to Show Per Page** - Number of entries to show on each page.
- **Show Only Entries Generated By** - Filter the logs viewed by the user that generated the entry.
- **Order By** - The logs can be sorted based on Date, username or action performed.

Prune Moderator Log

Pruning of the Moderator Log should be performed to reduce the size of the database, a lot of space can be consumed by this data.

- **Remove Entries Logged by User** - The user to remove log entries for.
- **Remove Entries Older Than (days)** - Removes logs older than the length specified in days.

Scheduled Task Log[Back to Top](#)

The [Scheduled Task Log](#) is covered in detail within the Scheduled Task section of this manual.

Maintenance

[Back to Top](#)

This section of the Admin CP contains various tools for maintaining your board.

You will find tools for repairing and optimizing the tables in your database, along with various diagnostic tools useful in tracking down problems you may experience in the running of your board.

Database Backup

[Back to Top](#)

To perform a backup of your database, you can go to Maintenance > Database Backup.

Warning:

Due to limitations with PHP, backups may not be complete on larger databases. Please ensure that the final line of your backup contains:

```
### VBUCKET DATABASE DUMP COMPLETED ###
```

If it does not, we recommend backing up using SSH and *mysqldump*.

You will be presented with a screen similar to this:

Database tables to include in backup		Help ?
Table Name	All Yes	All No
vb3_access	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_adminhelp	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_administrator	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_adminlog	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_adminutil	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_announcement	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_attachment	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_attachmenttype	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_attachmentviews	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_usergroup	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_usergroupleader	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_usergrouprequest	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_usernote	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_userpromotion	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_usertextfield	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_usertitle	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_word	<input checked="" type="radio"/> Yes <input type="radio"/> No	
vb3_postindex	<input checked="" type="radio"/> Yes <input type="radio"/> No	

Go **Reset**

Backup database to a file on the server		Help ?
Path and name of file to save backup to:	<input type="text" value="./forumbackup-03-02-2004.sql"/>	
Your web server must have access to write to this directory (usually chmod 0777)		
Save Reset		

Here you are presented with two methods of backing up:

- **Database tables to include in backup** – this will output a backup of the selected tables directly to you.
- **Backup database to a file on the server** – this will output a backup of all tables in the database to the specified file on the server.

Note:

This file must be writeable by the user that PHP is running as (usually the web server). This can generally be accomplished by using chmod 0777 on the directory you wish to write to.

Note:

At this time, vBulletin does not provide any means to import a backup in the control panel. We recommend using SSH and *mysql*. If this is not possible, you may try a tool such as [phpMyAdmin](#).

CSV Backup of a Table

[Back to Top](#)

CSV backup of single database table

Table Name	vb3_access	<input type="button" value="Help ?"/>
Separator Character	,	
Quote Character	'	
Add Column Names	<input checked="" type="radio"/> Yes <input type="radio"/> No	
<input type="button" value="Go"/> <input type="button" value="Reset"/>		

CSV stands for Comma Separated Values. This is a format for representing a table of data and is generally viewable in spreadsheet programs, such as Microsoft Excel. The following options are provided:

- **Table Name** – the name of the table you wish to export to CSV.
- **Separator Character** – the character used to separate individual fields in the CSV file.
- **Quote Character** – the character used to delimit/surround each field in the CSV file.
- **Add Column Names** – this option controls whether the first line of the CSV file will be the names of the columns in the database.

An example CSV file for the *access* table with the default form settings looks like this:

```
'userid','forumid','accessmask'
'1','1','1'
'1','2','0'
```

Repair / Optimize Tables

[Back to Top](#)

If you are receiving strange errors or feel that your forum has recently become slightly more sluggish, go to Maintenance > Repair / Optimize Tables. You will be presented with a screen similar to this:

Repair / Optimize Tables					<input type="button" value="Help ?"/>
Table	Data Length	Index Length	Overhead	<input type="checkbox"/> Check All	
vb3_access	0	1.0 KB	0	<input type="checkbox"/> Yes	
vb3_adminhelp	75.4 KB	57.0 KB	0	<input type="checkbox"/> Yes	
vb3_administrator	100 Bytes	2.0 KB	0	<input type="checkbox"/> Yes	
vb3_adminlog	142.8 KB	24.0 KB	0	<input type="checkbox"/> Yes	
vb3_userpromotion	29 Bytes	3.0 KB	0	<input type="checkbox"/> Yes	
vb3_usertextfield	40 Bytes	2.0 KB	0	<input type="checkbox"/> Yes	
vb3_usertitle	765 Bytes	2.0 KB	0	<input type="checkbox"/> Yes	
vb3_vbfields	70.3 KB	7.0 KB	0	<input type="checkbox"/> Yes	
vb3_word	1.9 KB	3.0 KB	0	<input type="checkbox"/> Yes	

Options			<input type="button" value="Help ?"/>
Optimize Tables	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
Repair Tables	<input checked="" type="radio"/> Yes <input type="radio"/> No	?	
<input type="button" value="Continue"/> <input type="button" value="Reset"/>			

In the upper table, you select the tables to repair/optimize along with the amount of disk space used by each table. In the lower table, you may select:

- **Optimize Tables** – selecting this option defragments MySQL's data file for this table and reclaims lost space. For more information on this process, see [the MySQL manual](#). It is not necessary to optimize tables that are showing no overhead.
- **Repair Tables** – this option causes MySQL to attempt to repair any tables it thinks are crashed. MySQL generally reports this by issuing an error such as 'Got error ### from table handler'. Under normal conditions, this should not occur and this option should not need to be run. However, if something goes wrong, this option will generally restore all your data. For more information, see [the MySQL manual](#).

Update Counters

[Back to Top](#)

Update Counters (Maintenance > Update Counters) is a page that allows you to rebuild some of vBulletin's caches should they become out of date (generally because of option changes). In normal, day-to-day operations, you do not need to run any of the functions on this page.

Most options on this page have one option that you may set, **Number of X to process per cycle**. This is the number of records that are processed on one page. Generally, the higher this number is, the faster the process will complete; however, the higher the chance of your browser timing out and the process not completing. In most cases, the default value should suffice.

The following functions are available:

- **Update User Titles**

Update User Titles

Number of users to process per cycle	<input type="text" value="1000"/>
Update User Titles Reset	

This will update all users' user titles. Users with custom titles will not be affected.

Run this if you have changed the user title ladder and wish to see the changes reflected immediately for all users.

- **Rebuild Thread Information**

Rebuild Thread Information

Number of threads to process per cycle	<input type="text" value="2000"/>
Rebuild Thread Information Reset	

This will rebuild thread counters such as replies and attachment counts. Also it will rebuild the cached first and last post information of a thread.

Run this if you have pruned specific posts from many threads or changed a user name and wish to see the change in the last post information of each thread.

- **Rebuild Forum Information**

Rebuild Forum Information

Number of forums to process per cycle	<input type="text" value="100"/>
Rebuild Forum Information Reset	

This will rebuild the post and thread count in each forum based on the number of posts/threads actually in the database. Additionally, it will rebuild the last post information for each forum.

Run this if you have mass-deleted a lot of threads or posts or have renamed a user and wish to see the changes reflected in the last post information of the forum. You may need to run *Rebuild Thread Information* first, though!

- **Fix Broken User Profiles**

Fix broken user profiles

Finds any users who do not have complete entries in the database. Sometimes the data is not inserted correctly and the user's profile becomes unusable. Running this should correct any incomplete profiles.

Fix broken user profiles	Reset
---------------------------------	--------------

This will fix any users that are missing records in the *userfield* or *usertextfield* tables. This generally only happens because of outside programs incorrectly interfacing with vBulletin.

You will generally not need to run this function unless you use an outside program to register users and it does not properly register this.

- **Rebuild Search Index**

Rebuild Search Index

Note: If you are reindexing, you may want to empty the indexes. [Click Here to do so!](#)

Number of posts to process per cycle	<input type="text" value="250"/>
Post ID to start at	<input type="text" value="0"/>
Total number of posts to process: (0 for unlimited)	<input type="text" value="0"/>
Include automatic JavaScript redirect to next page?	<input checked="" type="radio"/> Yes <input type="radio"/> No
Note: This is a server intensive process.	
Rebuild Search Index Reset	

This will rebuild the index used to perform searches. This will allow you to take advantage of any improvements to the indexing algorithm or implement any changes to the indexing options on older posts.

Run this after a major upgrade (such as vBulletin 2 to vBulletin 3) or if you wish to apply changes to the indexing options to all posts.

Note:

The search index is automatically built for each post as it is posted. This is simply a batch function. If you have done a major upgrade, your search index will have been deleted. Your search engine will not function fully until the index has been rebuilt.

- **Rebuild Post Cache**

Note:

This option will not be displayed if you have not enabled post caching.

Rebuild Post Cache

Number of posts to process per cycle Help ?

Rebuild Post Cache **Reset**

This will rebuild cached post data.

Run this if you have changed a BB code template, BB code, or smilie and the changes are not being displayed on recent posts.

- **Rebuild Statistics**

Rebuild Statistics

Rebuilding statistics will cause the loss of the total forum view and active users data. Only run this if you believe you really need to! Once the data has been replaced there is no way to restoring your database.

Rebuild Statistics **Reset**

This will rebuild your board statistics (user registrations, threads, posts, and active users per day) from the first post on your board. Statistics will automatically be generated for new days.

Run this if you have done a major upgrade.

- **Rebuild Similar Threads**

Rebuild Similar Threads

Note: This will rebuild the similar thread list regardless of whether they are enabled or not. However, they will not be displayed until the option is enabled.

Number of threads to process per cycle

Rebuild Similar Threads **Reset**

This will rebuild the similar thread information for each thread. This allows the similar thread function to find threads that have been posted since the thread in question originally was.

Run this if you have changed the similar thread thresholds or wish to have the similar threads function display newer threads as well.

Note:

This will rebuild similar threads regardless of whether they are enabled. They must be enabled in order to be displayed in a thread.

- **Delete Duplicate Threads**

Delete Duplicate Threads

Note: Duplicate threads are threads that have the same title, post name, and post time and are posting in the same forum as another thread.

Number of threads to process per cycle

Delete Duplicate Threads **Reset**

This will remove all but one copy of threads that appear to have duplicates (same title, poster, time, and forum).

This rarely needs to be run; only run it if you see duplicate threads in your forums. The most common cause for this is multiple imports of the same data.

- **Rebuild Attachment Thumbnails**

Rebuild Attachment Thumbnails

This function rebuilds the attachment thumbnails. It is needed when you enable thumbnails or have changed the thumbnail dimensions.

Number of attachments to process per cycle

Rebuild Attachment Thumbnails **Reset**

This will rebuild the thumbnails of image attachments.

Run this if you did not (or could not) have thumbnails enabled in the past but wish to now or have changed thumbnail dimensions.

- **Rebuild User Reputation**

Rebuild User Reputation

This function recalculates user reputation using the value that you specify below then adds the total reputation the user has received so far. This will remove any custom reputation that has been given to the user through the user editor.

Base Reputation Value

Rebuild User Reputation **Reset**

This will rebuild your user reputation scores based on the information in the database and the new reputation base specified here.

Run this if you want to remove any custom reputations and specify a new reputation base.

- **Update User Names**

This will update all cached user names in the database.

Run this if you have manually changed a user name.

- **Update Post Counts**

This will update all users' post counts based on the actual contents of the database. If you have pruned or manually changed post counts, this function will likely lower your users' post counts.

Run this if you wish to regenerate post counts with your current data.

- **Rebuild Styles**

This will rebuild your style information. Additionally, it can check for styles without a parent (pre-vBulletin 3 styles) to ensure they work properly and renumber your templates in the database. The latter is simply aesthetic; there is no advantage to having templates that begin at 1.

Run this if you have done a major upgrade or have edited your templates or styles manually.

- **Remove Orphan Threads**

This will search for any threads in non-existent forums and remove them. This is helpful if you deleted a forum and the process timed out before completing.

- **Remove Orphan Posts**

This will search for any posts in non-existent threads and remove them. This will generally not be needed, but could be helpful if your data was corrupted somehow.

Diagnostics

[Back to Top](#)

This section is designed to diagnose and help you resolve some of the most common problems. It is accessible via Maintenance > Diagnostics.

The diagnostic tests provided are:

- **Upload Test –**

Upload

This test's purpose is to determine if there are any vBulletin/PHP options you need to change for uploads to function correctly. To begin, simply attach a small file using the box below and submit the form. vBulletin will not save the attached file in anyway.

Filename	<input type="text"/>	<input type="button" value="Browse..."/>	<input type="button" value="Help ?"/>
<input type="button" value="Upload"/> <input type="button" value="Reset"/>			

This test attempts to determine if your upload settings are set properly for the server. Simply attach a file when submitting the form. If this test succeeds, then attachments and custom avatars should function properly.

- **Email Test –**

Email

The goal of this test is to determine whether any vBulletin or PHP settings must be changed to allow the sending of email through vB. To begin, simply enter an email address that you have the ability to access and click Send Email.

Email	<input type="text"/>	<input type="button" value="Help ?"/>
<input type="button" value="Send"/> <input type="button" value="Reset"/>		

This test attempts to determine if your email settings are correct and that your email server is functioning properly. Enter your email address and the test will attempt to email you a test mail. If you receive the email properly, email options on your board should function properly.

- **Suspect File Versions Test –**

This checks all vBulletin files used for this installation and attempts to determine which files, if any, were created for an older version. If any files are found, you should re-upload that file with the current version. If you can not find the file in the your version's download, you may simply delete the suspect file from your server.

This system will also check for any files that have been modified since they were downloaded as part of the vBulletin package, will alert you to any missing files and will inform you of any files that are not a standard part of vBulletin.

- **System Information –**

This displays system information that is often useful in debugging problems.

Execute SQL Query

[Back to Top](#)

This section allows you to run arbitrary queries on your database. This is often helpful for making many changes quickly or troubleshooting. It is accessible via Maintenance > Execute SQL Query.

Warning:

The ability to execute an arbitrary query is a powerful one. It can ease administration at times, but it has the potential of destroying your database. Be sure the query you are running is **exactly** what you want.

Upon entering this section, you will see a page like this:

Note:

Your user ID must be in the \$config['SpecialUsers']['canrunqueries'] variable in config.php to access this page. See [Editing the vBulletin Configuration File](#).

- **Automatic Query** – these are predefined queries to accomplish commonly-used mass updates. These include setting specific options to a certain value for all users.
- **Manual Query** – if you wish to run your own query, you may enter it here. Ensure that no *Automatic Query* is selected. Additionally, you may only run one query at a time.
- **Results to Show Per Page** – if you have specified a query that returns results (generally *SELECT* queries), this is the number of results to display per page.

If your query returns a result set, you will see a page similar to this after running it:

At the top, you will see the query you ran. At the bottom, you will see the results of your query. Each column in the table is a column of data being returned by the query. Thus, in this example, *avatarid*, *title*, *minimumposts*, *avatarprefix*, *imagecategoryid*, and *displayorder* are columns in the *vb3_avatar* table.

View PHP Info

[Back to Top](#)

This section (Maintenance > View PHP Info) provides information about your PHP installation, including version information and php.ini settings. In general, this information is only used for troubleshooting and values for specific settings will be asked for.

To obtain more information on the PHP function used to gather this information; `phpinfo()`, [click here](#).

Podcasting

[Back to Top](#)

A podcast is a method for distributing media files over the internet using syndication feeds, such as RSS. Podcasting originated as a way for creators to push their audio files out to iPods. Podcasting is not limited to iPods, as users may download your media files to any player that supports your media as well as choose to play the media on their computer.

The term is also often used to simply describe any .mp3 audio file that is available for download from a website by clicking on a link. In regards to vBulletin, podcast media is only accessible from your RSS feeds.

Configuring vBulletin for Podcasting

1. Forums & Moderators > Forum Manager > Controls > Podcast Settings

Choose a forum that will host the podcast files and configure the iTunes settings. Podcast feeds will work inside of iTunes, and other clients that support [RSS Enclosures](#), without any information on this page being filled in. These settings are used when you wish to submit one of your forums as a podcast to iTunes as a podcast that can be searched for within iTunes.

1. Set Enabled to Yes
2. Select a Category

You may ignore the rest of the settings if you like. If you would like to configure them so that iTunes works with your podcast, see [Podcast Settings](#) for detailed instructions of each option.

This forum must be viewable to guests so verify this by logging out of your forum and checking if you can view threads and attachments within this forum. If not, configure the [permissions](#) for this forum to allow guests to view.

2. vBulletin Options > External Data Provider > Enable RSS Syndication must be enabled.
3. vBulletin Options > External Data Provider > Enable Podcasting must be enabled.

Setting up a Test Podcast

Browse to the forum that you setup for podcasting and click on New Thread. You will see a few new posting options that pertain to podcasting.

- **Podcast URL** - URL to your media file. Do not enter a value in this field if you are going to use the vBulletin attachment system to upload your media file.
- **Filesize** - Size of media file. Do not enter a value in this field unless an error message asks you to do so after submitting the thread.
- **Subtitle** - Subtitle of your media file, used by iTunes and can be ignored.
- **Explicit** - Check if the media file contains explicit language, used by iTunes and can be ignored.
- **Keywords** - Keywords for iTunes search, can be ignored.
- **Author** - Author of the media file, used by iTunes and can be ignored.

You have two options for specifying your media file:

1. You may upload your media file to your website, or another website, via ftp and link to it directly. To use this method, specify the complete URL in the Podcast URL that appears on the New Thread screen. You do not need to specify the filesize unless you are prompted to after submitting the thread. If you want your media file to appear in the thread to those that are viewing the thread via your forums, you will need to place the link within your post, such as Download: <http://www.example.com/podcast.mp3> The handling of the media file will be handled automatically for those that view the podcast forum via RSS.
2. The second option for specifying your media file is to use the vBulletin attachment system. You will be limited by the permissions of your usergroup. Only the first uploaded file will appear in the RSS feed as well. iTunes will not function with attachment uploads on IIS servers and some Apache servers. It is best to use the first method when possible.

Note:

You may specify any filetype that you wish, but take note that iTunes only supports six filetypes:

.m4a, .m4v, .mp3, .mp4, .mov, and .pdf

Testing Your Podcast

If you used the vBulletin attachment system, you should see a normal attachment link within the first post of the thread that you just created. If using the Podcast URL method (preferred) then you will only see a link if you manually placed a link within the first post.

For this example, we will use a forumid of 10 for our podcast forum. You can get the forumid of your podcast forum by hovering over any links to your podcast forum and looking for forumid=10.

The link to our example podcast forum is

<http://www.example.com/forums/external.php?forumids=10>

This is the URL that you would enter into iTunes and other RSS clients that support enclosures. Enclosure is the technical name for including a media file via RSS and is the preferred nomenclature for some clients.

Note:

Do not specify more than one forumid for your podcast URL

Further Details

Users that are subscribed to your podcast forum will make periodic queries to the podcast URL to check for updates. Some clients can be programmed to automatically download the media file when a new post is found.

You may post as many threads in your podcast forum as you wish, whereas the first post of each thread will be considered a podcast. You should include a media file with each thread but are not required to do so.

You may allow your users to respond to the podcast thread, as a normal thread, as it will not affect the viewing of the podcast by podcast clients.

Troubleshooting and Common Solutions

[Back to Top](#)

Over the course of time there may be problems with your software. Proper maintenance and upgrades will help minimize these but they can still occur. This section of the manual will outline the most common problems that can occur and give the solution or workaround for them to get your site back up and running.

Solutions to Common Problems

When viewing my board, I get an error that says "Cannot add cookie information, headers already sent"

The most common reason for this is a blank or extra line in your config.php. You are not allowed to have anything outside the <?php and ?> delimiters. Not even a space. It is recommended to eliminate all extra lines and spaces before or after these delimiters.

I installed a new plugin and now my forum doesn't work. I can't login into the Admin Control Panel to fix this.

To temporarily disable the plugin system, edit config.php and add this line right under <?php

```
define('DISABLE_HOOKS', true);
```

This will allow your forum to work and you can then login and delete the plugin via the plugin manager.

I have several domains pointed to my forums. However when users login via one domain, they get an error that says "In order to accept POST request originating from this domain, the admin must add this domain to the whitelist".

That error can happen when you post to a vBulletin form from an external referrer that isn't on the white list:

Admin CP -> vBulletin Options -> General Settings -> Post Referrer Whitelist

Edit this list to include all referrers that you use.

I have tried the above but cannot log into my Admin Control Panel to make the changes.

You can temporarily disable the Whitelist by editing your config.php file. Open this file in wordpad and in a line above the ?> add the following code:

```
define('SKIP_REFERER_CHECK', true);
```

When viewing my board, it has an error that says "There has been a slight problem with the database."

Please view the source of the page and compare the error to those listed in the section on troubleshooting MySQL. If the error isn't listed there, please open a support ticket at <http://www.vbulletin.com/go/techsupport/>

Upgrade Issues

[Back to Top](#)

Common Questions about Upgrading from 3.0.X to 3.5.X

Q. I receive the following error when trying to upgrade:

We have detected that you have already tried to run the upgrade script.

You will not be able to proceed unless you revert to a vB 2.2.x/2.3.x database.

This happens you do not upload all files, especially: install/upgrade.php

Upload all the files from the vBulletin .zip file again, making sure you upload them 100%, overwrite existing files (do not skip or resume). Then run that upgrade script again, at that step. You can skip install/install.php and includes/config.php.new and the whole images/ directory.

Q. My Postbit is no longer showing the avatar, its a broken image / its just text now!

As of vBulletin 3.5.0 beta 1 there were a lot of changes done to the postbit and postbit_legacy templates, you will either need to make the changes as outlined in the release threads (links to listed changed) or revert the template itself.

Q. The Quick Reply / Inline Moderation / Drop Down menus are not working.

vBulletin 3.5.0 has quite a few template changes, its recommended that you try using a stock style and seeing if this fixes the problems. Again as there have been many changes it may be easier to start fresh and re-customize.

(We recommend you go to the "Find Updated Templates" page of the "Styles & Templates" section of your control panel and revert all templates listed there!)

Q. After the upgrade I got a few database error emails, however I did not see these errors myself.

As of per the gold release announcement, if you are upgrading from 3.0.x to 3.5.0 you should totally close off your website, otherwise you may experience this. If you did not get anymore and are not seeing error messages now you should be fine.

Q. After upgrading from 3.0.x to 3.5.0 I run Admin Control Panel > Maintenance > Diagnostics > Suspect File Version and noticed that I was still running a few 3.0.x files; Can I remove those?

If you are 100% sure you have uploaded all the vBulletin 3.5.0 files, overwriting any file already on the server (not skipping or resuming them), you can remove the left-over files from 3.0.x.

Q. After upgrading from vBulletin 3.0.x to 3.5.0 Internet Explorer Says displays a popup that says it cannot display the page. "Internet Explorer Cannot Open Internet Site http://domain.com/forums/page.php=x"

You are an incompatible style from the vBulletin 3.0.x series and it needs to be reverted before it will work.

Email Issues

[Back to Top](#)

Users say that they do not receive emails from my site. What do I do?

First, make sure that you actually have turned on the email functions here:

Admin CP -> vBulletin Options -> Email Options -> Enable Email features -> Yes

Then verify that the email system for your forum is working via the Admin Control Panel. You can do that under diagnostics.

Admin Control Panel -> Maintenance -> Diagnostics -> Email Diagnostics

If there is an error stated, you can look at the logs for your mailer daemon to find out what error is occurring. If there is no error and the email is sent to the supplied address, then the issue is on the ISP/mailbox end. Continue reading further down this page for other suggestions.

If there is no error and you didn't get the emails then make sure you have a valid webmaster's email address in your Admin CP settings and that there is only one address. In addition make sure the domain on the email address matches the domain for your site. Otherwise some ISPs may treat this as spam. Then try this:

Admin CP -> vBulletin Options -> Email Options -> Enable "-f" Parameter -> Yes

Then try the vB email functions again. If it still doesn't work, then this is either a server and/or mailbox issue. By default vB uses PHP's mail() function for all its email and uses the SMTP server specified in php.ini. If PHP and the mail server are configured correctly then email will work. You can view the details here: <http://us3.php.net/mail/>

To troubleshoot any email problems you will need to view the mail logs on the server to see what happened to those emails that don't work. Once vB sends it to PHP it's in the hands of the server. If you are on a shared server you may need to ask your host to look through the logs for you.

Many large service providers such as Verizon, AOL and MSN are implementing aggressive filtering. In many cases, the customers of these providers can place the email address you use for notification in their contact list and then your emails will be allowed through. If this doesn't work, you should contact the provider in question and ask to be placed on their whitelist. Some providers will charge a listing fee for this.

In addition, AOL (and possibly others) will not accept emails from domains that do not have reverse DNS setup. It's possible these emails are being placed into a spam folder or are being filtered.

The problem could also be caused by aggressive spam filters on the user's machine. In these cases their anti-spam software should be configured to allow emails from your domain name. Refer them to the documentation for the software they are using.

If all else fails you can switch to the SMTP mail option to see if this works better for you. These settings are here:

Admin CP -> vBulletin Options -> Email Options -> SMTP Email -> Yes

Then fill out the appropriate SMTP settings for your account and server.

My host only allows me to send a certain number of emails per hour to control spam. How can I make vBulletin get around this limitation?

You cannot circumvent hard limitations created by your hosting provider. However, you can use vBulletin's SMTP email processing to point the software to an off-site email provider with more privileges.

Admin Control Panel -> vBulletin Options -> Email Options

Email is sent as "nobody@domain.com"

You need to enable the "-f parameter" in vBulletin. This sends the email address specified in the Admin Control Panel to the email client.

Admin Control Panel -> vBulletin Options -> Email Options.

For more information please see:

<http://us3.php.net/manual/en/ref.mail.php>

Email from my forums is blocked

One of the reasons for email being blocked is if it is coming from a different domain than what is in the 'From' email address. To ensure a better chance of your email getting through, make sure the Webmaster's email address is using the same domain as your forums.

Error: unrouteable mail domain "**.com"**

This problem is caused by this option being checked in WebHost Manager for the server:

Prevent the user 'nobody' from sending out mail to remote addresses (php and cgi scripts generally run as nobody if you are not using phpsuexec and suexec respectively.)

Unchecking this option should stop this problem. You will of course need to have root access to the server to do this. If you don't, then you'll need to ask your web host to do this for you.

McAfee VirusScan Enterprise

McAfee VirusScan Enterprise blocks SMTP port 25 by default, which blocks all emails from being sent. Eliminating or changing that rule will allow emails to go through.

How can I send emails as HTML

vBulletin does not support HTML emails at this time.

Can I log Emails sent by vB?

Yes, in vB 3.6 you can log all sent emails to make sure that vB is sending these. You do this here:

Admin CP -> vBulletin Options -> Error Handling & Logging -> Log sent eMails to a File

Then if the emails appear in this log but they are not being received, then you will know this a problem with either the mail server or the recipient's mailbox. If the logs show 'FAILED' then this is a server problem. The server's email function returned a failure. Please see server configuration/logs for more details. You will need to consult your host if you are on a shared server.

SMTP Server Setup

If you are using SMTP for email, in some rare instances the SMTP server will require an additional field that is not part of the normal settings, namely this:

```
ini_set("SMTP", "mail.yourdomain.com");
```

To add that setting, edit your config.php file and add this line right under <?php:

```
ini_set("SMTP", "mail.yourdomain.com");
```

...changing "mail.yourdomain.com" with your specific mail domain, of course. If you do not have such a mail domain, then ask this host about this.

Invalid Webmaster's Email

Another possible cause of that problem is that you do not have a valid Webmaster's email address. You need to set this to a valid email address:

Admin CP -> vBulletin Options -> Site Name / URL / Contact Details -> Webmaster's Email

You cannot use more than one address in that field.

Note:

Please be aware that vB does not have it's own email application. It has to use either PHP or SMTP, and both of those are server applications. There is very little control vB has over these.

For the PHP option, you have the -f setting and the webmaster's email address. That's it. The rest is up to the server which needs to be setup correctly for PHP email to work.

For SMTP, the only options in vB for this are the SMTP settings. If those don't work, then this means either the settings are wrong, or there is a problem connecting to that SMTP server from your server. There is nothing vB can do about this.

Image Manipulation Issues

[Back to Top](#)

No Fonts Appear with GD Library

This is caused by Freetype 2 support not being compiled into PHP and requires PHP to be recompiled.

Most likely the original PHP configure string contained --with-freetype but this usually only enables support for Freetype version 1, which does not support True Type fonts. To enable Freetype 2 support (assuming that the server has the Freetype 2 libraries installed), this part of the configure string needs to be removed and replaced with (normally) --with-freetype-dir=/usr

To find out if a Linux server has Freetype 2 support, run *locate freetype2* at the command line and look for some results, usually in /usr/include/freetype2.

Blank or 'White' Pages

[Back to Top](#)

Here are the known causes of blank or 'white' pages:

1. You did not upload the vB files correctly. Reupload the vB non-image files and make sure you upload these in ASCII format and that you overwrite the ones on the server. Make sure you upload the Admin CP files to the admincp directory specified in your config.php file. Then, if you can access the Admin CP, run 'Suspect File Versions' in Diagnostics to make sure you have all the original files for your version:

Admin CP -> Maintenance -> Diagnostics -> Suspect File Versions

Do any show as 'File does not contain expected contents', 'version mismatch' or missing? If so, you need to reupload the original vB non-image files. Make sure you upload these in ASCII format and overwrite the ones on the server.

2. You have extra space or lines in your config.php file. Make sure there is no whitespace or extra lines in config.php either before the <?php or after the ?>. [Note: Beginning with 3.6.3 the trailing ?> was removed.]

3. If this is happening on the forum home page only, then you may have an empty index.html or index.htm file in that directory. Delete it.

4. You have a bad plugin installed. To disable the plugin system, edit config.php and add this line right under <?php

```
define('DISABLE_HOOKS', true);
```

Note: If you are running vBSEO or other add-ons that use .htaccess rewrite, you will need to remove those changes as well.

5. The servername setting in config.php is wrong. Doublecheck this setting. 99% of the time, 'localhost' is correct:

```
$config['MasterServer']/'servername' = 'localhost';
```

6. Your PHP has `magic_quotes_sybase` turned on. You have to turn this off. On *nix systems you can do this by creating an .htaccess file with this content and placing it in your main forum directory:

```
php_flag magic_quotes_sybase 0
```

7. [For multiple white pages] You have added code to your header, headinclude or phpinclude templates that is no longer functional.

[For white pages in a select area] You have added code to one of your templates that is causing this problem.

The quickest way to find out if a custom template is at fault is to create a new style with no parent style and try that:

Admin CP -> Styles & Templates -> Style Manager -> Add New Style

8. You have a corrupted template. Repairing the template table may help:

```
REPAIR TABLE template;
```

9. You have GZIP enabled. Try turning GZIP off here:

Admin CP -> vBulletin Options -> Cookies and HTTP Header Options -> GZIP HTML Output -> No

Or by running these queries in the SQL tab in phpMyAdmin:

```
UPDATE setting SET value = '0' WHERE varname = 'gzipoutput';
```

```
UPDATE datastore SET data=REPLACE(data,'s:10:"gzipoutput";i:1;','s:10:"gzipoutput";i:0;') WHERE title='options';
```

You can also edit config.php and add this right under the <?php line to disable GZIP:

```
DEFINE('NOZIP', 1);
```

Sometimes this problem is caused when your server is already using GZIP and by turning this on in vB you were double compressing. This causes problems with some pages but not others. It also happens to some people and not others.

10. Sometimes this can also be caused when PHP has the 'display_errors' function turned off. So instead of displaying the actual error so you can see what is wrong, you get a blank page. Look at your phpinfo page and if 'display_errors' is Off or '0', then add this line to your includes/config.php file right under <?php

```
ini_set("display_errors", true);
```

11. Check your phpinfo page to see if suhosin is installed as a module. If it is, this could be the cause of this problem. To fix this, add or edit an .htaccess file in your root forum directory and add these lines to it:

```
php_flag suhosin.cookie.encrypt Off
php_value suhosin.request.max_vars 2048
php_value suhosin.post.max_vars 2048
```

12. This can be caused by a bug in PHP 5.2.5:

<http://bugs.php.net/bug.php?id=43620>

13. This can also be caused by a `memory_limit` setting in `php.ini` that causes the server to time out before displaying the page. Edit config.php and add this right under the <?php line:

```
ini_set('memory_limit', -1);
```

14. If the script producing this problem is `showgroups.php`, then you may have too many usergroups for this. Make sure this is set to 'No' for any groups except Admins and Mods:

Admin CP -> Usergroups -> Usergroup Manager -> Edit Usergroup -> Viewable on Show Groups

15. Check the file and directory permissions. Although this can differ by server, in general the directories should be chmod'd to 755 (-rwxr-xr-x) and files to 644 (-rw-r--r--). If any are set to 777 (-rwxrwxrwx) then this could result in blank pages.

16. Check your .htaccess file for any rewrite rules that may be effecting the page(s) you are having the issue with. If your problem is only in one particular directory, you may need to exclude the rewrite rules from working in that directory.

17. There is a bug in PHP 5.3.5 that can cause white pages during search and possibly other functions. The link to this bug is here: <http://bugs.php.net/bug.php?id=51425>

Further info is here: <http://www.vbulletin.com/forum/showthread.php/371767-New-post-search-returning-blank-white-pages-%28no-errors-indicated%29?p=2108112#post2108112>

MySQL Issues

[Back to Top](#)

This section will outline common issues with MySQL and their solutions. Most issues with MySQL are outside the control of vBulletin though and may require assistance from your hosting provider or server administrator to resolve.

[Back to Top](#)

Common MySQL Error Messages

A comprehensive list of MySQL error codes can be found in the [MySQL Documentation](#). Here are some of the more common ones that can affect your vBulletin installation.

OS Error Code 11: Cannot create thread

This is an out of memory error. The operating system does not have enough memory to create a new process for MySQL to perform the query. You should increase the amount of memory available to MySQL by editing the MY.CNF file.

OS Error Code 13: Permission denied

You do not have permission to write to a directory. Most commonly the temporary files directory. Create a directory in your User Home directory on the server and chmod it 777. If this does not resolve the issue then you must contact your host and have them fix your permissions.

OS Error code 28: No space left on device

Either the swap, a partition, temp directory or hard drive on the web server is out of space or doesn't have enough space to complete the above operation.

This is a server issue, you need to contact your hosting provider to get more space to write to. I advise you to shut down your forum to prevent more errors or data loss. You can upload the tools.php file from the vbulletin .zip file do_not_upload/ folder into your forumdir/admincp/ directory and run it through the browser, there's a switch there to turn your forum on/off.

MySQL error code 126: Index file is crashed / Wrong file format**MySQL error code 127: Record-file is crashed****MySQL error code 132: Old database file****MySQL error code 134: Record was already deleted (or record file crashed)****MySQL error code 135: No more room in record file****MySQL error code 136: No more room in index file****MySQL error code 141: Duplicate unique key or constraint on write or update****MySQL error code 144: Table is crashed and last repair failed****MySQL error code 145: Table was marked as crashed and should be repaired**

These error codes all have the same solution. They specify that something has gone wrong with your data. You should run optimize & repair on your database tables. You can upload the tools.php file from the vbulletin .zip file do_not_upload/ folder into your forumdir/admincp/ directory and run it through the browser, there's a switch there to run optimize and repair. Run it a few times for best result.

For more information on repairing your database please view the MySQL documentation at:

<http://dev.mysql.com/doc/refman/5.0/en/repair.html>

Socket Connection Error

This most commonly looks like this:

```
mysql_connect(): Can't connect to local MySQL server through socket '/var/lib/mysql/mysql.sock'
(2) /home/exampledomain/public_html/forums/includes/class_core.php on line 273
```

This error means either:

1. The info in your config.php file is wrong (in which case your forums wouldn't work at all), or
2. MySQL crashed, it's not running or it can't find the socket. You need to contact your host about this. Here is more info on this error:

http://dev.mysql.com/doc/mysql/en/Can_not_connect_to_server.html

mysql_connect(): Too many connections

The server has maxed out the number of MySQL connections it allows. You can try turning persistent connections off by adding this to your config.php:

```
$config['MasterServer'][]['usepconnect'] = 0;
```

But if you still have problems after that, you will need ask your host to raise the maximum number of connections they allow.

Here is more info on that error: <http://dev.mysql.com/doc/refman/5.0/en/too-many-connections.html>

Error code 1064: MySQL Parse Error (error in SQL syntax)

SQL parse errors are mostly caused by installed modifications. In order to test this temporarily disable all products and plugins by adding this line to your config.php file under <?php:

```
define('DISABLE_HOOKS', true);
```

Error code 1153: Got a packet bigger than 'max_allowed_packet' bytes

It means that a query is sent that is larger than your host allows for.

MySQL Error : Got a packet bigger than 'max_allowed_packet' bytes

You need to ask your host to increase the 'max_allowed_packet' variable in the my.cnf file and restart MySQL. The default is 1Mb, but most hosts run 8-16 Mb without problems.

More info here: <http://dev.mysql.com/doc/refman/5.0/en/packet-too-large.html>

Link ID == False

When I run my forum I get 'Link-ID == false, connect failed' error.

[Back to Top](#)

This error could be caused by any of the following:

- The database information in your config.php file is wrong (in which case your forums won't work at all.)
- The user doesn't have permission to access the database specified in config.php.
- The database doesn't exist.
- MySQL isn't accepting new connections. (The server could either be down or has reached it's maximum connections limit.)

Almost all the problems that cause the Link-ID == false error are beyond our power to resolve, and must be dealt with by your host.

To find out which of these is the cause of the problem, you can copy the text below and save it into a file called 'connect.php', then upload it to your forums directory and run it with a web browser.

```
<?php
require_once('../includes/config.php');
$db = @mysql_connect($config['MasterServer']['servername'], $config['MasterServer']
['username'], $config['MasterServer']['password']) or die(mysql_error());
mysql_select_db($config['Database']['dbname'], $db);
echo "Connected sucessfully." ;
?>
```

Failure to Connect

I keep getting 'The database has failed to connect' error.

[Back to Top](#)

This error means either:

- One or more of the following is wrong in your config.php file:
`$config['MasterServer']['servername']` (except in rare cases, this should almost always be left as 'localhost' or '127.0.0.1')
`$config['MasterServer']['username']`
`$config['MasterServer']['password']`
`$config['Database']['dbname']`

If you are unsure of what the appropriate values are then you will need to ask your web host.

NOTE: Please note that you can NOT use the config.php file from version 2.x or 3.0.x on a 3.5.0 forum.

- Or that this db user is not assigned to that database or does not have permission to access MySQL to create or access a database. You may need to first manually create the database and assign the db user to it. Since each web host is different, if you do not know how to do this then contact your web host for help.
- Or you are running MySQL 4.1.x. As of MySQL 4.1.X there is a new password hashing system. PHP4 does not have builtin support for it as of yet, however PHP5 does. In order for your old PHP4 MySQL clients to be able to connect to the MySQL 4.1.X database you need to set an OLD_PASSWORD. You should be able to run the following Query to make it possible for PHP4 to access the MySQL 4.1.X database.
`SET PASSWORD FOR 'username'@'localhost' = OLD_PASSWORD('password');`

More info is here:

<http://dev.mysql.com/doc/mysql/en/password-hashing.html>
<http://dev.mysql.com/doc/mysql/en/upgrading-from-4-0.html>

Duplicate entry 'XXX'

MySQL Error : Duplicate entry 'XXX' for key 1

[Back to Top](#)

This error is most commonly caused by plugins or addons that incorrectly set auto increment fields within vBulletin. Please remove your plugins or addons and verify that the database keys are set correctly.

It can also be caused by backing up a newer MySQL database with the "Compatibility Option" if this is the case, the MYSQL backup does not contain auto-increment information and the proper indexes are not created when the backup is restored.

Please run these queries to create the proper indexes in vBulletin.

```
ALTER TABLE `adminhelp` CHANGE `adminhelpid` `adminhelpid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `adminlog` CHANGE `adminlogid` `adminlogid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `adminmessage` CHANGE `adminmessageid` `adminmessageid` INT(10) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `announcement` CHANGE `announcementid` `announcementid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `attachment` CHANGE `attachmentid` `attachmentid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `attachmentpermission` CHANGE `attachmentpermissionid` `attachmentpermissionid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `avatar` CHANGE `avatarid` `avatarid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `bbcode` CHANGE `bbcodeid` `bbcodeid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `calendar` CHANGE `calendarid` `calendarid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `calendarcustomfield` CHANGE `calendarcustomfieldid` `calendarcustomfieldid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `calendarmoderator` CHANGE `calendarmoderatorid` `calendarmoderatorid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `calendarpermission` CHANGE `calendarpermissionid` `calendarpermissionid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `cron` CHANGE `cronid` `cronid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `cronlog` CHANGE `cronlogid` `cronlogid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `event` CHANGE `eventid` `eventid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `forum` CHANGE `forumid` `forumid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `forumpermission` CHANGE `forumpermissionid` `forumpermissionid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `groupmessage` CHANGE `gmid` `gmid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `holiday` CHANGE `holidayid` `holidayid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `icon` CHANGE `iconid` `iconid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `infraction` CHANGE `infractionid` `infractionid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `infractionban` CHANGE `infractionbanid` `infractionbanid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `infractiongroup` CHANGE `infractiongroupid` `infractiongroupid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `infractionlevel` CHANGE `infractionlevelid` `infractionlevelid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `imagecategory` CHANGE `imagecategoryid` `imagecategoryid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `language` CHANGE `languageid` `languageid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
```

```

ALTER TABLE `mailqueue` CHANGE `mailqueueid` `mailqueueid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `moderator` CHANGE `moderatorid` `moderatorid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `moderatorlog` CHANGE `moderatorlogid` `moderatorlogid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `paymentapi` CHANGE `paymentapiid` `paymentapiid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `paymentinfo` CHANGE `paymentinfoid` `paymentinfoid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `paymenttransaction` CHANGE `paymenttransactionid` `paymenttransactionid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `phrase` CHANGE `phraseid` `phraseid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `plugin` CHANGE `pluginid` `pluginid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `picture` CHANGE `pictureid` `pictureid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `picturecomment` CHANGE `commentid` `commentid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `pm` CHANGE `pmid` `pmid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `pmtext` CHANGE `pmtextid` `pmtextid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `poll` CHANGE `pollid` `pollid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `pollvote` CHANGE `pollvoteid` `pollvoteid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `post` CHANGE `postid` `postid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `postedithistory` CHANGE `postedithistoryid` `postedithistoryid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `productcode` CHANGE `productcodeid` `productcodeid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `productdependency` CHANGE `productdependencyid` `productdependencyid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `profilefield` CHANGE `profilefieldid` `profilefieldid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `ranks` CHANGE `rankid` `rankid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `reminder` CHANGE `reminderid` `reminderid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `reputation` CHANGE `reputationid` `reputationid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `reputationlevel` CHANGE `reputationlevelid` `reputationlevelid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `rssfeed` CHANGE `rssfeedid` `rssfeedid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `search` CHANGE `searchid` `searchid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `smilie` CHANGE `smilieid` `smilieid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `style` CHANGE `styleid` `styleid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `subscribeevent` CHANGE `subscribeeventid` `subscribeeventid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `subscribeforum` CHANGE `subscribeforumid` `subscribeforumid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `subscribethread` CHANGE `subscribethreadid` `subscribethreadid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `subscription` CHANGE `subscriptionid` `subscriptionid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `subscriptionlog` CHANGE `subscriptionlogid` `subscriptionlogid` MEDIUMINT( 8 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `subscriptionpermission` CHANGE `subscriptionpermissionid` `subscriptionpermissionid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `template` CHANGE `templatelid` `templatelid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `templatehistory` CHANGE `templatehistoryid` `templatehistoryid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `thread` CHANGE `threadid` `threadid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `threadrate` CHANGE `threadrateid` `threadrateid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `upgradelog` CHANGE `upgradelogid` `upgradelogid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `user` CHANGE `userid` `userid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `useractivation` CHANGE `useractivationid` `useractivationid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `userchangelog` CHANGE `changeid` `changeid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `usergroup` CHANGE `usergroupid` `usergroupid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `usergroupleader` CHANGE `usergroupleaderid` `usergroupleaderid` SMALLINT( 5 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `usergrouprequest` CHANGE `usergrouprequestid` `usergrouprequestid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `usernote` CHANGE `usernoteid` `usernoteid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `usertitle` CHANGE `usertitleid` `usertitleid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `userpromotion` CHANGE `userpromotionid` `userpromotionid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;
ALTER TABLE `word` CHANGE `wordid` `wordid` INT( 10 ) UNSIGNED NOT NULL AUTO_INCREMENT;

```

Lost connection to MySQL server during query

[Back to Top](#)

The most common reasons for the MySQL server has gone away error are:

1. Is that the server timed out and closed the connection. By default, the server closes the connection after 8 hours or 28800 seconds if nothing has happened. You can change the time limit by setting the `wait_timeout` variable when you start mysqld via your server's /etc/my.cnf as well.

2. Another common reason to receive the MySQL server has gone away error is because you have issued a "close" on your MySQL connection and then tried to run a query on the closed connection. You can check that the MySQL hasn't died by executing mysqladmin version and examining the uptime.

i.e. to check mysql uptime, in shell as root user type:

`mysqladmin -u root -p version`

3. You can also get these errors if you send a query to the server that is incorrect or too large. If mysqld gets a packet that is too large or out of order, it assumes that something has gone wrong with the client and closes the connection. If you need big queries (for example, if you are working with big BLOB columns), you can increase the query limit by starting mysqld with the `-O max_allowed_packet=` option (default 1M) or via `max_allowed_packet` variable in your /etc/my.cnf file and restarting mysql after you edited your /etc/my.cnf file. The extra memory is allocated on demand, so mysqld will use more memory only when you issue a big query or when mysqld must return a big result row

4. Or simply your host restarted MySQL. I'd contact your web host and ask him to look into this.

Links to additional information:

<http://dev.mysql.com/doc/refman/5.0/en/gone-away.html>
<http://dev.mysql.com/doc/refman/5.0/en/common-errors.html>
<http://dev.mysql.com/doc/refman/5.0/en/server-parameters.html>
[http://dev.mysql.com/doc/refman/5.0/en option-files.html](http://dev.mysql.com/doc/refman/5.0/en	option-files.html)
<http://dev.mysql.com/doc/refman/5.0/en/show-variables.html>

Can't connect to local MySQL server through socket

[Back to Top](#)

If you are getting this error, it means either:

1. The info in your config.php file is wrong (in which case your forums wouldn't work at all), or

2. MySQL crashed, it's not running or it can't find the socket. You need to contact your host about this. Here is more info on this error:

MySQL 5.1:

<http://dev.mysql.com/doc/refman/5.1/en/can-not-connect-to-server.html>

MySQL 5.0:

<http://dev.mysql.com/doc/refman/5.0/en/can-not-connect-to-server.html>

MySQL 3.23, 4.0, 4.1:

<http://dev.mysql.com/doc/refman/4.1/en/can-not-connect-to-server.html>

In Windows:

<http://dev.mysql.com/doc/refman/5.1/en/can-not-connect-to-server-on-windows.html>

<http://dev.mysql.com/doc/refman/5.0/en/can-not-connect-to-server-on-windows.html>

3. In the rare instance that this server is not using the default MySQL port (3306) then you will need to edit config.php to change this to the port it is using:

```
$config['MasterServer']['port'] = xxxx;
```

...with 'xxxx' being the port number.

Branding Free Instructions

[Back to Top](#)

Warning:

Please note that you are not permitted to remove the vBulletin branding / copyright unless you have purchased the branding-free option. The costs are \$170 on a per license basis and is a one time fee.

Removing the branding without permission will result in having your license being revoked.

Here are the steps to remove the branding from vB 3.6.x:

1. Edit the **footer** template here:

Admin Control Panel -> Styles & Templates -> Style Manager -> Edit Templates -> footer

And remove this section:

```
<!-- Do not remove this copyright notice -->
$vbphrase[powered_by_vbulletin]
<!-- Do not remove this copyright notice -->
```

2. Then, change this section of your **FORUMHOME** template from this:

```
<title><phrase l="$vboptions[bbtitle]">$vbphrase[x_powered_by_vbulletin]</phrase></title>
```

To this:

```
<title>$vboptions[bbtitle]</title>
```

3. And remove this from the **printthread** template:

```
<p class="smallfont" align="center">
$vbphrase[powered_by_vbulletin]
<br />
$copyrighttext
</p>
```

4. Change the phrase **x_powered_by_vbulletin**:

From this:

```
{1} - powered by vBulletin
```

To this:

```
{1}
```

5. Then, edit the **vbulletin_message** phrase and change this:

vBulletin Message

...to whatever you want.

6. For the vBulletin FAQ, just edit it with a new translation.

Admin Control Panel -> FAQ -> FAQ Manager -> vBulletin FAQ -> Edit -> Translations

7. And finally, in **archive/index.php** you need to remove this line:

```
<div id="copyright">$vbphrase[vbulletin_copyright]</div>
```

Notes:

A. To edit Templates:

Admin Control Panel -> Styles & Templates -> Style Manager -> Edit Templates

B. To edit Phrases:

Admin Control Panel -> Languages & Phrases -> Search in Phrases -> phrasename (Phrase Variable Name Only)

Click on edit, and place the new phrase in the available language text boxes.

Warning:

Please note that if you are not permitted to remove the vBulletin branding / copyright unless you have purchased the branding-free option. The costs are \$170 on a per license basis and is a one time fee.

Removing the branding without permission will result in having your license being revoked.

Restoring the Required Copyright Notice

[Back to Top](#)

Missing Copyright Notice

The copyright notice must be clearly visible on all forum pages unless you have purchased the [Branding Free license](#) option.

Your footer must contain at least the following text and must not be masked by color or images:

Powered by vBulletin®

Copyright ©2000-2008 Jelsoft Enterprises Limited.

Restoring the copyright notice

If you have removed the copyright and need to add it back in you can do one of two things:

1. Revert the footer template.

AdminCP -> Styles & Templates -> Style Manager -> Edit Templates -> select the 'footer' template -> Click the 'Revert' button

2. Edit the footer template and add in the following text:

```
<!-- Do not remove this copyright notice -->
$vbphrase[powered_by_vbulletin]
<!-- Do not remove this copyright notice -->
```

3. Revert the 'powered_by_vbulletin' phrase

AdminCP -> Languages & Phrases -> Search in Phrases -> enter 'powered_by_vbulletin' -> select 'Phrase Variable Name Only' -> Click the 'Find' button -> Click the 'Copy Default Text' -> Save

Appendix: Terminology

vBulletin-Related Terms

Access Mask

An override for forum permissions based at the user level. You would change a user's access masks from within the User Editor.

[Back to Top](#)

Admin Control Panel

The Admin Control Panel (AdminCP) is, as the title suggests, the area of your vBulletin installation where the administrator configures and sets up their board.

[Back to Top](#)

Only administrators have access to the AdminCP.

Administrator

An administrator is person with permissions to access the AdminCP where he/she can control the configuration and settings of their forums and users.

[Back to Top](#)

Avatar

An avatar is a small image that users can include in their profile and will be displayed on every post they make.

[Back to Top](#)

There are two types of avatars, predefined and custom:

- **Predefined avatars** are images that the board administrator has made available to use.
- **Custom avatars** are images created by the user that can be uploaded to the board if the Adminstrator has granted that particular permission.

BB Code

BB Codes, sometimes referred to as vB Codes, are a used to replace the need for html tags when formatting text in posts.

[Back to Top](#)

Examples:

In html to make text bold, italics or underlined you would use:

```
<b>Bold</b>
<i>Italic</i>
<u>Underlined</u>
```

With BB Code you use:

```
[b]Bold[/b]
[i]Italic[/i]
[u]Underlined[/u]
```

Buddy List

[Back to Top](#)

This is a list of users you wish to identify as your Buddies. To add a user to your buddy list, go to your User CP and in the left Nav Panel under Miscellaneous, select [Buddy / Ignore Lists], type the username you wish to add in the **Buddy List** blank and click [Update Buddy List]

Alternately, you can click on their username in any post and, from the drop-down menu, click the [Add username to Your Buddy List] link.

Buddies will appear in the Users online list with a + sign following their username.

Bulletin Board

[Back to Top](#)

A Bulletin Board is a software package designed to allow users to carry on conversations via the internet. Unlike chat software, the threads and messages are stored on the server and can be accessed by users until the board administrator deletes them, allowing the conversations to continue over long periods of time.

Category

[Back to Top](#)

A Category is a heading used to group forums that are similar in content or theme.

Since vBulletin version 2.0, Categories have ceased to be separate entities from Forums - a category is simply a Forum that is configured to accept no posts.

Conditionals

[Back to Top](#)

Conditionals are a comparison test that you can use to control how your templates work. See [Template Conditionals](#)

Customer Number

[Back to Top](#)

A customer number is a unique number allocated to everyone who purachses a vBulletin license. The customer number, along with a password is required to access the vBulletin [Members' Area](#).

Customer Password

[Back to Top](#)

See [Customer Number](#)

Data APIs

[Back to Top](#)

Data APIs / Data Managers are object-oriented PHP classes that act to centralize the manipulation of object data within vBulletin.

For example, instead of having different code to update a user record from the Admin Control Panel and from the User Profile editor, both systems can now simply direct their data to the user data manager, which will deal with ensuring that the data is valid and complete, then save it to the database.

Forum

[Back to Top](#)

A Forum is a heading used to group threads that are similar in content or theme.

Guest

[Back to Top](#)

A 'guest' is any visitor to your board who is not logged-in as a member.

This could be because they have not yet registered, or because they are a registered member who has logged out.

Hook

[Back to Top](#)

A hook is a location in the vBulletin [PHP](#) code that triggers events, which can be used to execute external scripts or code; such as for a [plugin](#). The code is executed within the context and scope of the location of the hook.

Hooks in the code look like this:

```
($hook = vBulletinHook::fetch_hook('unique_hook_id')) ? eval($hook) : false;
```

In this instance, the hook is called 'unique_hook_id'.

Ignore List

[Back to Top](#)

This is a list of users you wish to ignore. To add a user to your ignore list, go to your User CP and in the left Nav Panel under Miscellaneous, select [Buddy / Ignore Lists], type the username you wish to ignore in the **Ignore List** blank and click [Update Ignore List]

Posts from users that you are ignoring are hidden from view when logged into the forums.

Inline Moderation

[Back to Top](#)

Inline Moderation allows administrators and moderators to moderate the threads and posts in forums using inline moderation without having to login to a admin or moderator control panel. The inline moderation allows them to select individual threads or posts from one or multiple pages by checking a checkbox at the top-right of a thread or post. Selected threads or posts will display highlighted in a yellow color.

The following actions can be performed on threads with inline moderation from forumdisplay:

- Delete Threads
- Undelete Threads
- Open Threads
- Close Threads
- Approve Threads
- Unapprove Threads
- Stick Threads
- Unstick Threads
- Move Threads
- Merge Threads

The following actions can be performed on posts with inline moderation from showthread:

- Merge Posts
- Move Posts
- Delete Posts
- Undelete Posts
- Approve Posts
- Unapprove Posts
- Approve Attachments
- Unapprove Attachments

Member

[Back to Top](#)

A member is a registered user on your board.

Members' Area

[Back to Top](#)

The Members' Area is a private part of the vBulletin.com site for registered licensed customers. The area is security protected and requires members to enter their customer number and password to again access.

The Members' Area is where you can download vBulletin releases and updates as well as access to additional documentation and resources not publically available.

The Members' Area is currently located at <http://members.vbulletin.com>.

Moderator

[Back to Top](#)

A Moderator is a user appointed by the Administrator who is put in charge of maintaining a forum or forums. The duties can include deleting offensive or inappropriate posts, pruning old threads and banning users from their particular forum(s).

Moderator Control Panel

[Back to Top](#)

The Moderator Control Panel (ModCP) is an area of your vBulletin installation where board Moderators can administer certain aspects of board.

The ModCP is a vastly scaled down version of the AdminCP and allows Moderators to perform duties based on the permissions assigned to them by the Administrator.

Plugin

[Back to Top](#)

A vBulletin plugin is a code snippet to be executed within a specific [hook](#).

Plugins allow code to be added to vBulletin without actually modifying the PHP files.

Post

[Back to Top](#)

An individual message entered by a user, making up a part of a [thread](#).

Post Icon

[Back to Top](#)

A post icon is a small image file that appears next to the post title and in the post icon column of the main forum page. An Administrator may choose to allow or disallow use of post icons for posts and or private messages in the Admin Control Panel.

Product

[Back to Top](#)

A product is a downloadable package containing [code snippets \(plugins\)](#), templates, options, phrases, admin help, [control panel navigation entries](#) and [bitfields definitions](#).

vBulletin products are arranged in a such a way that they can be semi-automatically installed and uninstalled through

[the Product Manager.](#)

Products are used to extend or modify functionality in vBulletin.

Prune

Prune is to delete a large number of posts and/or threads from your message board. This is often used as a step in maintaining a small database. To prune messages you would do so through the Admin Control Panel under the Threads / Posts heading or from the Forum Tools menu within a particular forum. This option only shows up if you have permission to use it.

[Back to Top](#)**Replacement Variable**

Replacement Variables allow you to globally replace text with alternative text anywhere in your forum. See [Replacement Variables](#).

[Back to Top](#)**Smilies**

Smilies are small icons that can be used in posts that denote a persons emotional state, eg happy, mad, sad.

[Back to Top](#)**Sticky Thread**

A sticky thread is a thread that always shows at the top of the threads listed in a forum.

[Back to Top](#)

Making a thread sticky is part of the Thread Tools that are available to Administrators and Moderators.

StyleVar

StyleVar is short for Style Variable. This is an array of variables created in the Style Manager. Stylevars control image paths, forum width and other aspects of your forum's look and feel. For more information see [StyleVars](#).

[Back to Top](#)**Super Administrator**

A superadministrator is essentially another [administrator](#) but with additional permissions. For example only a superadministrator can manage other admins.

[Back to Top](#)

Superadministrators must be added to the vBulletin [config.php](#) file to enable their superadmin status:

```
// ***** SUPER ADMINISTRATORS *****
// The users specified below will have permission to access the administrator permissions
// page, which controls the permissions of other administrators
$config['SpecialUsers']['superadministrators'] = '1';
```

Super Moderator

A supermoderator is essentially another [moderator](#) but with additional permissions that the administrator has assigned in the [Usergroup](#) and [Forum](#) Permissions.

[Back to Top](#)**Thread**

A thread is a collection of posts usually with a common subject matter.

[Back to Top](#)**User**

A User is a registered member of the Forum.

[Back to Top](#)**User Control Panel**

The User Control Panel (UserCP) is the area of the forums where members can administer their own profile preferences, such as signatures, avatars.

[Back to Top](#)**Usergroup**

A usergroup is a means of grouping users together, all of whom will have the same permissions.

[Back to Top](#)**General Internet-Related Terms**[Back to Top](#)**AJAX**

AJAX (Asynchronous [Javascript](#) and [XML](#)) allows your browser to send data to and receive data from a server without reloading the current page. This technology, whose use is being pioneered by Google, allows developers to create rich, fast-responding interactive pages.

[Back to Top](#)**Cookie**[Back to Top](#)

A cookie is a file that is created and stored on a computer that contains information about a user or users' preferences when viewing certain web pages.

CSS[Back to Top](#)

CSS is short for Cascading Style Sheets. These are a means of controlling the display qualities of a webpage. vBulletin makes extensive use of CSS.

Domain[Back to Top](#)

A domain is a name leased to identify your website on the internet.

FTP[Back to Top](#)

FTP is short for File Transfer Protocol. This is a means of uploading files to your website.

HTML[Back to Top](#)

HTML stands for Hyper Text Markup Language. This is the language behind the World Wide Web. It defines how a page should look to visitors with a web browser.

HTTP[Back to Top](#)

HTTP stands for Hyper Text Transfer Protocol. This protocol defines how computers communicate with each other over the Internet when web pages are requested by a web browser.

IP Address[Back to Top](#)

An IP Address is a 4 section string of numbers used by the internet to locate a website. It is much like a telephone number for your site.

An example would be IP Address 66.135.192.87 is for ebay.com

Javascript[Back to Top](#)

Javascript is a web scripting language that interacts with HTML source code, allowing the browser to create dynamic content. vBulletin offers many enhancements that will only function when Javascript is enabled.

When JavaScript is combined with Cascading Style Sheets(CSS), and later versions of HTML (4.0 and later) the result is often called DHTML.

Search bot[Back to Top](#)

See [Spider](#)

[Back to Top](#)**Server**

A server is a computer that accepts connections from other computers for the purpose of exchanging information.

Spider

A spider is a program or script that systematically follows URLs on a page gathering information.

[Back to Top](#)

Typically search engines use spiders to gather information from web sites to increase their search index.

example search engine spiders:

- Googlebot
- lycos
- ask jeeves
- scooter
- fast-webcrawler
- slurp@inktomi
- turnitinbot

Normally these spiders show on your board as guests. If you want to be able to see search engine spiders that are browsing your forum pages there is a setting under the vBulletin Options section in the [AdminCP](#).

[AdminCP > vBulletin Options > Who's Online Options](#)

- **Enable Spider Display** - Setting this to Yes will allow you to see the spiders you have specified in the Spider Identification Description
- **Spider Identification Strings** - Enter the unique identifier for the spider you want to see
- **Spider Identification Description** - the description of the spider to be displayed in the Who's Online section of your board

SSH[Back to Top](#)

SSH (Server Shell) is a secure server-side application that allows you to run command line functions on your website.

Telnet[Back to Top](#)

Telnet is a server-side application that allows you to run command line functions on your website.

You will need to check with your hosting company to see if it is available with your hosting package.

Note:

Telnet is generally considered to be *insecure*, as your login username and password is transferred using plain text.

To prevent this, it is preferable to use the [SSH](#) protocol.

URL[Back to Top](#)

URL stands for Uniform Resource Locator. This is the address of a server and it allows computers to route traffic between each other on the Internet.

XHTML[Back to Top](#)

XHTML stands for Extensible Hyper Text Markup Language. This is a language similar to HTML but with stricter rules. To find out more about XHTML please visit the [World Wide Web Consortium](#).

XSS[Back to Top](#)

XSS stands for Cross Site Scripting. Cross Site Scripting is usually a sign of vulnerability in a software application or script. This allows information to be exchanged with one or more computers without verifying the factuality of that information.

XML[Back to Top](#)

XML is an acronym of Extensible Markup Language. It is a markup language for documents containing structured information which enables the use of user defined tags. To find out more about XML please visit the [World Wide Web Consortium](#).

Miscellaneous Terms[Back to Top](#)**AIM**[Back to Top](#)

AOL Instant Messenger

[Back to Top](#)**ASCII**[Back to Top](#)

American Standard Code for Information Interchange

[Back to Top](#)**CGI Shebang**[Back to Top](#)

A CGI Shebang is the path to your PHP installation. If your server is running PHP as CGI you may be required to have this at the top of your website's php pages.

COPPA[Back to Top](#)

COPPA stands for Children's Online Privacy Protection Act.

vBulletin is compliant with the COPPA law and requires children under the age of 13 to get parental consent before they can [post](#).

For more info about this law, see: <http://www.ftc.gov/bcp/conline/pubs/buspubs/coppa.htm>

DST[Back to Top](#)

Daylight Savings Time

[Back to Top](#)**FAQ**[Back to Top](#)

Frequently Asked Questions

Firewall[Back to Top](#)

A firewall is an application running on a computer to prevent unwanted connections to be made to that computer.

Firewalls protect both incoming and outgoing traffic on a computer.

ICQ[Back to Top](#)

I Seek You. It is a buddy chat program used by millions of people to communicate on the internet.

[Back to Top](#)**Import**

The term **Import** can be applied in a few ways regarding vBulletin:

- **Conversion**

Importing is conversion of data from a different Bulletin Board program to vBulletin. Merging two forums together (users, forums, attachments, etc).

- **Admin Control Panel**

Importing of additional Style- or Language Packs. This allows you to update or include (additional) styles or languages on your board.

localhost[Back to Top](#)

localhost is the default host address of a computer on which a service is running.

localhost uses the reserved loopback IP address 127.0.0.1.

In general a MySQL server runs on the same server as your web server. You can enter in the vBulletin includes/[config.php](#) file as host address for the MySQL server localhost. (See example below)

```
// ***** MASTER DATABASE SERVER NAME *****
// This is the hostname or IP address of the database server.
// It is in the format HOST:PORT. If no PORT is specified, 3306      is used.
// If you are unsure of what to put here, leave it at the default value.
```

```
$config['MasterServer']['servername'] = 'localhost';
```

MSN[Back to Top](#)

MSN Instant Messenger. It is a buddy chat program used by millions of people to communicate on the internet owned by Microsoft.

MySQL[Back to Top](#)

MySQL is a database management system that uses SQL. vBulletin uses this to store and retrieve all the data from your board.

Note:

More information about how to get and install MySQL can be found here [Technical Documents / Installing MySQL](#) or from <http://www.mysql.com>

PHP[Back to Top](#)

PHP Hypertext Preprocessor

PHP is a script language and interpreter.

Note:

More information about how to get and install PHP can be found here [Technical Documents / Installing PHP and Apache](#) or from <http://www.php.net>

phpMyAdmin[Back to Top](#)

Graphical User Interface (GUI) for MySQL available from <http://www.phpmyadmin.net>

RSS Enclosure[Back to Top](#)

RSS enclosures are a method for including media files within RSS feeds. The media is not actually contained within the feed but rather is linked via a hyperlink to another source.

Thumbnail[Back to Top](#)

A Thumbnail is a small preview image of an attachment in a post.

WYSIWYG[Back to Top](#)

Acronym for: What You See Is What You Get

The vBulletin WYSIWYG editor is one that allows a user that creates a new post to see what the end result will look like while the post is being created. This is in contrast to editing a post in the vBulletin standard editor which requires you to understand BB Code tags like [b] for bold and [u] for underline.

Yahoo[Back to Top](#)

Yahoo! Instant Messenger. It is a buddy chat program used by millions of people to communicate on the internet.

Appendix: Feature List

General Features

General Features

[Back to Top](#)

[Back to Top](#)

- Scalable solution - database server and web servers can reside on separate machines.
- MySQL back-end database
- vBulletin can be run on any machine that can support PHP and MySQL (Solaris, BSD, Linux, Windows, Mac)
- Written in PHP which makes for a fast and efficient product
- Admin Control Panel
- Moderator Control Panel
- User Control Panel
- Compliant with the Children's Online Privacy Protection Act of 1998. See this page for more information:
<http://www.ftc.gov/bcp/conline/pubs/buspubs/coppa.htm>

General Forum Features

[Back to Top](#)

Front-end Features

General

- Who's online
- Search

Threads

- Thread display options - sort by, sort order, from date
- Thread and forum subscription (notification by email optional)
- Thread preview on mouse-over (optional, via Admin CP)
- Active Users viewing thread shown
- New Post Indicator
- Printer Friendly versions on threads
- Admin tools for Threads - edit/delete/move/lock/Make sticky/ etc
- Email page to a friend option

Posts

- Linear, Threaded, Hybrid display views available
- Supports BB Code in posts
- Supports HTML in post
- Smilies
- Avatars
- Optional WYSIWYG or standard editors for posts and Private Messages
- Attachment images (.gif,.jpg, etc) are no longer in the database (optional, via Admin CP)
- Quick reply box (with optional "forced" click on post to quote)
- Preview post option
- Post rating
- User reputation
- Polls
- Post Reporting - report posts to moderators
- User post count
- Admin tools for Posts - edit/delete/move/ etc
- Preview safe attachments

Members

- Member List
- Member Search
- Member Birthdays shown on Forum home
- User Style picker
- Private Messaging
- Buddy list

Calendar Features

[Back to Top](#)

Calendar Features

- Supports multiple private and public calendars
- Viewable public and private events (adminCP option)
- Weekly, monthly and yearly views
- Jump to Today option
- Add single, ranged or recurring events
- Add all day events
- Option to show calendar event on forum home page (adminCP option)
- Show events to specific usergroups (adminCP option)
- Calendar Moderation
- Private events reminder
- Ability to add custom fields

User Control Panel Features

[Back to Top](#)

User Control Panel Features

Editable user profile - This information can be viewed by other members from the member list. Custom user title, URL home page, date of birth, instant messaging medium, location, occupation, biography, interests, VB version, plus any other custom user fields that may be defined by the administrator

Profile pictures - Allows members to upload pictures that can be viewed in the users' profile.

Private Messaging

- Pop-up notification when new PM received
- Private Message Tracking
- Private Message filing in custom folders

User Options

These include Daylight Savings options, forum style chooser, selection of notification types for PM, emails etc, thread display options, WYSIWYG editor options, language chooser, vCard downloads to allow the user profile to be placed into the address book

Calendar event reminders for subscribed events

Pop-up auto-refreshing buddylist with ICQ-style alerts when new buddies come online

Attachment Management

- View attachment statistics - shows limit and used space
- View the attachments you have posted (link or thumbnail views available)
- Remove attachments

Avatar Options

- Admin Defined Avatars
- Custom Avatars - upload from your own computer or specify a URL

View and manage subscribed threads and forums

Signature Editor

Email and password changes require current password

Joinable Public User Groups

Admin Control Panel Features

[Back to Top](#)

Admin Control Panel Features

Styling & Templates

- Templated system
- Conditionals supported in the templates
- Ability to create multiple styles which can be applied to different forums and users
- Ability to upload / download styles and languages

Language & Phrase Management

- Language manager - allows you to easily translate your forums in any language
- Multiple languages supported
- Phrase manager

Users & Usergroups

- User registration options
- User banning (by name & IP)
- Global ignore user - when enabled all posts by the specified user will be ignored/unseen by other members. Automatically added to the all users ignore lists
- Unlimited Moderators and SuperModerators
- Permission system, based on user, usergroup or forums

Board Maintenance

- Task Scheduler
- Control Panel, Moderator & Task logs
- Board statistics
- Maintenance - Database backups, table repair
- Post Pruning

Moderation

- Moderation queues for user registration and posting
- Calendar moderation

Import Facility

- Import facility - import posts and members seamlessly upgrade from other bulletin board systems, including Infopop's Ultimate Bulletin Board, UBBThreads, OpenTopic, and Ikonboard

Attachments

- Multiple attachments and types (types defined by admin in CP)
- Attachment thumbnails (requires PHP to have GD enabled)
- Storage type options for attachments (database or file system)
- Attachment moderation

General

- Multiple calendars supported
- Paid Subscriptions (PayPal, NOCDEX, WorldPay & Authorize.net)
- Private forums
- COPPA compliant
- Server Settings and Optimisation options configurable via the adminCP
- Editable FAQ for your own boards
- Context sensitive help throughout the adminCP

Appendix: Technical Documents

[Back to Top](#)

Securing Your vBulletin Installation

[Back to Top](#)

vBulletin has many features built-in to help keep your data safe but if your server is not secure then your data can be jeopardized. There are several steps to secure your vBulletin Installation. Most of them involve server configuration and settings outside your the vBulletin Application. Securing your server will provide the foundation that your site security will be built on.

Securing Your Server

[Back to Top](#)

Securing or "Hardening" your server is beyond the scope of this document but is an important step to creating a secure environment for your data.

Most hosting providers will provide this service if you have a dedicated machine so you should work with them to make sure your machine is as secure as possible. Below are some links that will help you.

[Linux Kernel Hardening](#)

[Installing and Securing IIS Servers](#)

[Securing Apache](#)

[Securing PHP](#)

[Securing MySQL](#)

Please note, that if you are on a shared server you must rely on your hosting provider to secure your server for you.

Accessing Your Server and Files

[Back to Top](#)

How you access your server can undermine any security protocols you put into place. It is recommended that you use SFTP (SSH File Transfer Protocol) and SSH (Secure Shell) access to directly access your server and files. These are secure versions of the common FTP and Telnet protocols. SFTP and SSH will send passwords in an encrypted format whereas FTP and Telnet send them in plaintext.

You can find out more about these protocols at Wikipedia.com

SFTP: http://en.wikipedia.org/wiki/SSH_file_transfer_protocol

SSH: <http://en.wikipedia.org/wiki/SSH>

Root Accounts

Root or Super User accounts are a necessity if you maintain your own server but they are a security nightmare. You should never access your server directly with a Root Account unless you can absolutely guarantee a secure tunnel between your access point and the server itself. You can do this with a Virtual Private Networking protocol on both your server and the computer you access the server with. Not all servers will support this though and your datacenter might not allow the installation of the software to allow it.

If you are using Linux or Unix, you can create a usergroup called a "Wheel Group". This is a group of users that once logged in through SSH, can issue a command to switch to a superuser. This is the only way you should access your superuser accounts without a VPN connection. You can find information on creating wheel account users in your operating system's documentation.

Restricting Access to Your Files

[Back to Top](#)

Restricting unauthorized access to your files is one of the most important things you can do. If someone has access to your files, they can alter them to send data to them or they can access your database directly with the information given.

The most common method of authorizing someone is called "Basic Authorization. The Basic authentication method transmits user names and passwords across the network in plaintext or unencrypted form. A computer vandal could use a network monitoring tool to intercept this information. You can use your Web server's encryption features, in combination with Basic authentication, to secure user account information transmitted across the network.

.htaccess

.htaccess is how you can easily secure files in Apache. It allows you to use Apache's configuration directives without editing the default configuration file (httpd.conf). This makes it useful for communities on shared or virtual hosting or dedicated hosting.

There are a lot of things you can do with .htaccess but we are concerned with denying access to specific files and directories.

NTAUTH

Windows comes with a permissions system often referred to as NTAUTH. It is part of the NTFS file system and integrated into IIS and other server technologies in Windows. For instructions on how to use this to protect your server please see Microsoft's IIS Documentation:

<http://www.microsoft.com/windows2000/en/server/iis/default.asp?url=/windows2000/en/server/iis/htm/core/jiabasc.htm>

Alternatives to NTAUTH

[IISPassword](#) is a free utility that can be installed on your IIS server. IISPassword uses Basic HTTP Authentication for password protecting web sites on IIS, just like htaccess works on Apache. That makes your password protected Apache web site compatible with IIS, and vice versa.

CHMOD, or File Permissions on your Unix/Linux System

You can control who has access to files on your servers beyond whether a web browser can call them up and have the server execute them. This is based on file permissions and can help to protect your files if someone gains unauthorized access to another portion of the machine. File permissions will help protect your site more on a shared server which has many people accessing it than they will on a server that only you have access to. However it is a good practice to only give the minimum permissions that you need to give and allow your site to work properly.

In our case, the web server application needs to be able to read your vBulletin files as long as PHP is installed as an Apache or ISAPI Module. If you are using the CGI executable, then they will probably need Execute permissions as

well. In Linux and Unix, you change permissions using a tool called CHMOD which lets you set the permissions.

CHMOD can use either bitkeys, a series of numbers to designate permissions, or letters to represent the permissions. Both of these can be confusing to the uninitiated. Using the numbers results in more concise commands with the same number of control. You will see these commonly referred to in technical documents.

To set the permissions for your vBulletin files, with PHP as a Apache or ISAPI module, you would type the following in your command prompt on the server:

```
chmod 644 *
```

This tells the server that the owner of the file (you) has permission to read and write to the files but everyone else only has permission to read them.

If your hosting provider tells you that you need Read and Write permissions on your files then you would use this command:

```
chmod 755 *
```

A more indepth tutorial on CHMOD can be found here: <http://catcode.com/teachmod/index.html>

Most modern SFTP clients can handle this automatically though a properties dialog on the context menu. Refer to your client software for documentation on how to do this.

Please Note: If an attacker gets root access to your machine, there is no way to protect your files with permissions. They will be able to access everything. If this happens you will need a recent backup so you can recover your site.

Securing your Config.php File

[Back to Top](#)

The config.php has several settings that can help protect your vBulletin installation. These settings are listed below. Since these are security features, less is more. Give out as few permissions as possible, otherwise your forum will not be as secure. Ultimately you should only include yourself as the owner in any of the settings. It is recommended to leave the "Users with Query Running Permissions" setting empty until you need to actually run a query. At that time, change the setting and reupload your config.php. The change will take effect immediately. When you are done running your queries, change the setting back to the default. With this one setting and your password, an attacker has complete control of your database.

```
// ***** USERS WITH ADMIN LOG VIEWING PERMISSIONS *****
// The users specified here will be allowed to view the admin log in the control panel.
// Users must be specified by *ID number* here. To obtain a user's ID number,
// view their profile via the control panel. If this is a new installation, leave
// the first user created will have a user ID of 1. Separate each userid with a comma.
$config['SpecialUsers']['canviewadminlog'] = '1';
// ***** USERS WITH ADMIN LOG PRUNING PERMISSIONS *****
// The users specified here will be allowed to remove ("prune") entries from the admin
// log. See the above entry for more information on the format.
$config['SpecialUsers']['canpruneadminlog'] = '1';
// ***** USERS WITH QUERY RUNNING PERMISSIONS *****
// The users specified here will be allowed to run queries from the control panel.
// See the above entries for more information on the format.
// Please note that the ability to run queries is quite powerful. You may wish
// to remove all user IDs from this list for security reasons.
$config['SpecialUsers']['canrunqueries'] = '';
// ***** UNDELETABLE / UNALTERABLE USERS *****
// The users specified here will not be deletable or alterable from the control panel by any users.
// To specify more than one user, separate userids with commas.
$config['SpecialUsers']['undeletableusers'] = '';
The section of code to look for is:
// ***** UNDELETABLE / UNALTERABLE USERS *****
// The users specified here will not be deletable or alterable from the control panel by any users.
// To specify more than one user, separate userids with commas.
$config['SpecialUsers']['undeletableusers'] = '';
```

Securing your config.php file

Making sure no one edits this file after you upload it to the server is a large priority. If an attacker can change the contents of this file they can easily take control of your community. The first thing you want to do is restrict access to this file via file permissions. Make sure no one can access this except you. Use the techniques described under Restricting Access to secure this file.

One thing you might consider doing is denying access via a Web Browser at all times. This file only needs to be read internally via PHP and should not be accessed with a Web Browser. On most installations, this would never occur. However should your version of PHP stop working for some reason, then the file can be served as plain text and any prying eyes can see it. You can counter this on the webserver level with tools like .htaccess and NTFS Permissions.

Here is an example .htaccess file that would prevent access to the config.php. You would place this file within your /includes directory.

```
<Files config.php>
order deny,allow
deny from all
</Files>
```

For details on securing this file in IIS on a Windows Server please see:
<http://www.microsoft.com/windows2000/en/server/iis/htm/core/iidpsc.htm>

Moving Servers

[Back to Top](#)

There are two major parts to successfully move your vBulletin forums from one server to another. These are:

1. The vBulletin files, including all the VB files currently on your server as well as any attachments, avatars and profile pics (if you store these in the file system instead of the database) along with any custom images.

2. The vBulletin database which contains the actual data itself, including the user info, posts, threads, forums, setting, styles, languages, etc.

This guide will help you move your vBulletin forum from one server to another. Please note that while you can move the files themselves with FTP, moving the database generally **requires** Telnet or SSH access to both servers. (Other methods are available but are less reliable.)

If you only have this access on one of the servers, you may need to ask your host to assist you with the steps you cannot perform.

Warning:

Specific cookie domains (*Cookie Domain*) and cookie paths (*Path to Save Cookies*) may cause problems if you are moving servers and changing the URL to your forums.

If you are unsure whether your cookie settings will cause problems after the move, we recommend resetting your cookie path to / and removing any cookie domain value **before** the move. An incorrectly set cookie domain or path will likely prevent you from accessing your control panel.

1) Backing Up and Moving the Files

[Back to Top](#)

You can use FTP or your hosts' file manager to move your vB files from one server to another. You need to download all the appropriate vB files and directories (making sure to retain the current directory structure) then upload these files and directories to the new server. Make sure you transfer all the image files (.gif, .jpg, .png, .ico, .attach, .thumb) in Binary format and the non-image files in ASCII format. Most FTP programs are set to recognize the correct file types automatically but it does not hurt to double-check.

If you are storing attachments, avatars and user profile pictures in the file system instead of the database (the default storage method) then you will need to move those files and directories over as well. As with the old server these directories will need to be made world-readable and writable, (chmod -R 777 on *Nix systems.)

Also since the exact path to these directories will very likely be different on the new server, you will need to reset these paths in the Admin CP after the transfer is done and your forums are up and running on the new server. You do this here:

Admin CP -> Attachments -> Attachment Storage Type

Admin CP -> Avatars -> User Picture Storage Type

2) Backing-Up the Current Database

[Back to Top](#)

1 Telnet/SSH into the server where your vBulletin is currently installed. We will call this machine1.

2 Type:

```
mysqldump --opt -Q -uUSERNAME -p DATABASENAME > /PATH/TO/DUMP.SQL
```

In this line, you should change the following:

- **USERNAME** – this is the username you use to access MySQL. It is specified in your config.php file.
- **DATABASENAME** – the name of the database which your vBulletin is installed into. It is specified in your config.php file.
- **/PATH/TO/DUMP.SQL** – this is the path to the file that will be outputted. If you are unsure what to put here, simply use *vb_backup.sql* or something similar.

Once you press enter, you will be prompted for the password you use to access MySQL. This is also specified in your config.php file.

3 Once it has returned to the prompt, verify that *DUMP.SQL* exists in the directory you specified. If you did not specify a full directory, the file will be in the directory you are currently in.

Note:

When moving servers you need to check the MySQL versions on both the old and new servers. It is always best if the new server is running the same or a newer version of MySQL.

If the new server is running an older version of MySQL it would be best to seek out a different host. If this is not possible, you will need to make a compatible dump of the database.

This only applies between major version number, ie MySQL 5.x to MySQL 4.x.

Add the following option to the mysqldump command:

--compatible=name

Produce output that is more compatible with other database systems or with older MySQL servers. The value of name can be ansi, mysql323, mysql40, postgresql, oracle, mssql, db2, maxdb, no_key_options, no_table_options, or no_field_options. To use several values, separate them by commas. These values have the same meaning as the corresponding options for setting the server SQL mode.

Please note that there may still be issues even using the --compatible option

[MySQL Manual](#)

3) Transferring to the New Server

[Back to Top](#)

1 Telnet/SSH into machine1 if you have not already.

2 Type:

```
ftp MACHINE2
```

Replace **MACHINE2** with the host name (www.example.com) or IP address (192.168.1.1) of the new server.

You should be prompted for a username and password. This is the username and password that you use to login via FTP to your new server.

- 3 Type the following:

```
asc
cd /PATH/TO/NEW/DIRECTORY
put /PATH/TO/DUMP.SQL
```

Here you should change:

- **/PATH/TO/NEW/DIRECTORY** – this is the path to the directory in which you want to place the database backup. If you are unsure what to specify here, you can usually omit the entire `cd /PATH/TO/NEW/DIRECTORY/` command.
- **/PATH/TO/DUMP.SQL** – this is the same path that you specified in step 1.

- 4 Once these commands have finished, type:

```
close
quit
```

- 5 Verify that `DUMP.SQL` is in `/PATH/TO/NEW/DIRECTORY` on the new server.

4) Restoring the Database on the New Server

[Back to Top](#)

- 1 On the new server, if necessary, create the database which your vBulletin will be installed in. Refer to your host for specific information on how this is done.

- 2 Telnet/SSH into machine2.

- 3 Type:

```
mysql -uUSERNAME -p NEWDBNAME < /PATH/TO/NEW/DUMP.SQL
```

You should change the following parts of this line:

- **USERNAME** - this is the new username which you will use to access MySQL. If you do not know this value, you should contact your host.
- **NEWDBNAME** - the name of the new database that you created in the first part of this step.
- **/PATH/TO/NEW/DUMP.SQL** - this is the path to the backup file that you transferred to this server in step 2.

Note:

We recommend you use the method described above to restore your database, as it is the most reliable. If you don't have access to SSH then there are alternate instructions on restoring your database available in the [technical section of the manual](#).

5) Bringing it Back Online

[Back to Top](#)

- 1 Open up `includes/config.php` and edit `$config['MasterServer']['servername']`, `$config['MasterServer']['username']`, `$config['MasterServer']['password']`, and `$config['Database']['dbname']` with the values that correspond with the new server. If you are not sure what these values should be, please contact your new host.

- 2 Upload the new `config.php` and the rest of the files (if they still need to be uploaded).

- 3 Login to your admin control panel, go to the *vBulletin Options* section, and change your *BB URL*, if necessary.

Note:

If you are not using the default database cache in vBulletin, you will need to flush your cache and restore it on the new server. These means updating your Memcache settings in your `config.php` file. If you are using the filesystem to store your Datastore, you need to make sure that `includes/datastore/datastore.php` is chmod 0777 so vBulletin can write to it.

Installing PHP and Apache

[Back to Top](#)

This section will cover installing [PHP](#) and Apache from source onto a Unix/Linux system. This **requires** SSH/Telnet and super user (e.g., root) access to your server.

This section will compile and perform a basic, generic install of Apache and PHP. If you need specific values, you will need to modify the configure lines to suit.

Note:

We will setup PHP with Apache 1.x in this section. Instructions may vary for Apache 2.x.

For more information on installing PHP, see <http://www.php.net/manual/en/installation.php>. For more information on installing Apache, see <http://httpd.apache.org/docs/install.html>.

1) Downloading PHP and Apache

[Back to Top](#)

- 1 We need to download the latest versions of both Apache and PHP to the server. Go to <http://www.php.net> and download the source code of the latest version, `php-xxx.tar.gz` and place it in the `/usr/local/src` directory on your server.
- 2 Go to <http://www.apache.org> and download the source for the latest version of Apache 1.x, `apache_xxx.tar.gz`, and place this in the same location.

Note:

The file names will vary slightly as they will include the version number. You will need to replace `xxx` in the following steps with the appropriate value.

2) Preparing to Install Apache

[Back to Top](#)

- 1 Telnet/SSH into your server if you have not already.

- 2 From the shell prompt, type the following:

```
cd /usr/local/src
tar xfz apache_xxx.tar.gz
tar xfz php-xxx.tar.gz
```

- 3 Now we need to figure out where Apache is currently running, so we can configure the new version for the same location. Type:

```
ps -ef
```

Look for a line like this:

```
nobody 32319 340 0 19:48 ? 00:00:00 /usr/local/etc/httpd/bin/httpd
```

This says Apache is installed in /usr/local/etc/httpd. This may be different on your system, if so, replace /usr/local/etc/httpd with your Apache location in the following steps.

- 4 Now type:

```
cd /usr/local/src/apache_xxx
./configure --prefix=/usr/local/etc/httpd
```

This will configure Apache and get ready for compiling in a later step.

3) Compiling and Installing PHP

[Back to Top](#)

From the shell, type the following:

```
cd /usr/local/src/php-xxx
./configure --prefix=/usr/local/php --with-config-file-path=/usr/local/php --with-mysql --with-
apache=../apache_xxx
make
make install
```

Now PHP 4 is installed and we are ready to compile and install Apache.

4) Compiling and Installing Apache

[Back to Top](#)

- 1 From the shell, type:

```
cd /usr/local/src/apache_xxx
./configure --prefix=/usr/local/etc/httpd --activate-module=src/modules/php4/libphp4.a
make
```

- 2 Now shut down Apache to install in new binaries:

```
/usr/local/etc/httpd/bin/apachectl stop
```

- 3 Now install Apache:

```
make install
```

5) Completing the Installation

[Back to Top](#)

- 1 Now we just want to copy our PHP configuration file:

```
cd /usr/local/src/php-xxx
cp php.ini-optimized /usr/local/php/php.ini
```

If you have any modifications you wish to make to your php.ini file, you may make them now.

- 2 cd /usr/local/etc/httpd/conf

Edit your httpd.conf file and make sure the following line is added:
AddType application/x-httdp-php .php

- 3 You can now reboot your system, or simply re-start Apache with:

```
/usr/local/etc/httpd/bin/apachectl start
```

Installing PHP under IIS using FastCGI

[Back to Top](#)

The recommended method to use PHP on an IIS server under Windows is using FastCGI. This method allows you to reuse resources similar to an ISAPI module but does not have the instabilities introduced through a multi-threaded PHP installation.

Microsoft has posted instructions on how to install PHP under FastCGI on their IIS.net website. You can see those instructions here:

To install PHP with FastCGI under IIS6 please follow these instructions:
<http://learn.iis.net/page.aspx/247/using-fastcgi-to-host-php-applications-on-iis-60/>

To install PHP with FASTCGI under IIS7 please follow these instructions:
<http://learn.iis.net/page.aspx/246/using-fastcgi-to-host-php-applications-on-iis-70/>

Installing MySQL

[Back to Top](#)

[MySQL](http://www.mysql.com) is freely available for Linux from <http://www.mysql.com> on the downloads page at <http://www.mysql.com/downloads/index.html>. Download the latest stable release (listed as *recommended* on the download page). You should grab the *tarball source download* version, with filename mysql-version.tar.gz.

1) Compiling and Installing MySQL

With the program downloaded, you should make sure you're logged in as *root* before proceeding with the installation, unless you only want to install MySQL in your own home directory. Begin by unpacking the downloaded file and moving into the directory that is created:

```
tar xfz mysql-version.tar.gz
cd mysql-version
```

Next you need to configure the MySQL install. Unless you really know what you're doing, all you should have to do is tell it where to install. I recommend /usr/local/mysql:

```
./configure --prefix=/usr/local/mysql
```

After sitting through the screens and screens of configuration tests, you'll eventually get back to a command prompt. You're ready to compile MySQL:

```
make
```

After even more screens of compilation, you'll again be returned to the command prompt. You're now ready to install your newly compiled program:

```
make install
```

MySQL is now installed, but before it can do anything useful its database files need to be installed too. Still in the directory you installed from, type the following command:

```
scripts/mysql_install_db
```

With that done, you can delete the directory you've been working in, which just contains all the source files and temporary installation files. If you ever need to reinstall, you can just re-extract the mysql-version.tar.gz file.

2) Setting Up a New User for MySQL

[Back to Top](#)

With MySQL installed and ready to store information, all that's left is to get the server running on your computer. While you can run the server as the root user, or even as yourself (if, for example, you installed the server in your own home directory), the best idea is to set up a special user on the system that can do nothing but run the MySQL server. This will remove any possibility of someone using the MySQL server as a way to break into the rest of your system. To create a special MySQL user, you'll need to log in as root and type the following commands:

```
/usr/sbin/groupadd mysqlgrp
/usr/sbin/useradd -g mysqlgrp mysqlusr
```

By default, MySQL stores all database information in the var subdirectory of the directory to which it was installed. We want to make it so that nobody can access that directory except our new MySQL user. The following commands will do this (I'm assuming you installed MySQL to the /usr/local/mysql directory):

```
cd /usr/local/mysql
chown -R mysqlusr.mysqlgrp var
chmod -R go-rwx var
```

3) Starting the MySQL Server

[Back to Top](#)

Everything's set for you to try launching the MySQL server for the first time. From the MySQL directory, type the following command:

```
bin/safe_mysqld --user=mysqlusr &
```

The MySQL server has now been launched by the MySQL user and will stay running (just like your Web or FTP server) until your computer is shut down. To test that the server is running properly, type the following command:

```
bin/mysqladmin -u root status
```

A little blurb with some statistics about the MySQL server should be displayed. If you get an error message, something has gone wrong. If retracing your steps to make sure you did everything described above doesn't solve the problem, a post to the SitePoint.com Forums will probably help you pin it down in no time.

4) Making MySQL Start Up with Your Server

[Back to Top](#)

If you want to set up your MySQL server to run automatically whenever the system is running (just like your Web server probably does), you'll have to set it up to do so. In the share/mysql subdirectory of the MySQL directory, you'll find a script called mysql.server that can be added to your system startup routines to do this.

Assuming you've set up a special MySQL user to run the MySQL server, you'll need to edit the mysql.server script before you use it. Open it in your favorite text editor and change the mysql_daemon_user setting to refer to the user you created above:

```
mysql_daemon_user=mysqlusr
```

Setting up the script to be run by your system at startup is a highly operating system-dependant task. If you're not using RedHat Linux and you're not sure of how to do this, you'd be best to ask someone who knows. In RedHat Linux, the following commands (starting in the MySQL directory) will do the trick:

```
cp share/mysql/mysql.server /etc/rc.d/init.d/
cd /etc/rc.d/init.d
chmod 500 mysql.server
```

```
cd /etc/rc.d/rc3.d
ln -s ./init.d/mysql.server S99mysql
cd /etc/rc.d/rc5.d
ln -s ./init.d/mysql.server S99mysql
```

That's it! To test that this works, you can reboot your system and request the status of the server as before to make sure it runs properly at startup.

Creating a New MySQL Database for vBulletin to Use

[Back to Top](#)

Depending upon your web server, you may need to create a new MySQL database into which vBulletin can be installed.

The following pages describe the process needed to do this under a variety of systems.

Setting-up a MySQL Database on the Command Line

[Back to Top](#)

If you have root access to your web server, you can set up a new database for vBulletin to use via the MySQL command line.

- 1 Firstly, you will need to log in to your server via SSH or Telnet as the root user, or some other user with permission to control MySQL at the root level. Windows users can use Command Prompt.
- 2 Next, you will need to start the MySQL command line tool by typing something along these lines:

```
/usr/local/mysql/bin/mysql -uroot -p
```

on Windows it will be similar to:

```
c:\mysql\bin\mysql -uroot -p
```

The system will then ask you to provide the MySQL root password to continue.

- 3 When you have completed the login to MySQL you will see a mysql> command prompt. To see the list of databases that already exist, type the following:

```
SHOW DATABASES;
```

You will then be given a list of the databases that already exist. The name you choose for your new database **must** be unique, so ensure that the name you want to give to your new database is not already in use.

- 4 After you have decided upon a name, you can run the query to create the new database. For this example, we will call the database *example_database*.

Type the following, replacing the name of the database with the name you have chosen:

```
CREATE DATABASE example_database;
```

- 5 Having created the database, we will now create a MySQL user account with permission to access the new database. Doing this is a security precaution, as it's never a good idea to have PHP scripts talking to MySQL with root privileges.

In this example, we will name our new user *example_user* and give the account a password of *p4ssw0rd*. Replace those values as appropriate when you type the following:

```
GRANT ALL ON example_database.*  
TO example_user@localhost IDENTIFIED BY 'p4ssw0rd';
```

Your new database and new user are ready to be used. Based on the example names given in this document, you should enter the following values into [config.php](#):

```
$config['Database'][‘dbname’] = ‘example_database’;
$config[‘MasterServer’][‘servername’] = ‘localhost’;
$config[‘MasterServer’][‘username’] = ‘example_user’;
$config[‘MasterServer’][‘password’] = ‘p4ssw0rd’;
```

Setting-up a MySQL Database in cPanel

[Back to Top](#)

For purposes of this manual, I am using screenshots from the cPanel X theme. Your cPanel theme may differ, but the instructions will remain virtually the same.

The only notable difference is if you are using the cPanel Advanced theme. If that's the case, click the [Advanced Tools] then the [MySQL Databases] and join us again at the next step.

For all others, you should see a screen something like the one in the figure below. Click the [MySQL Databases] icon.

On this screen, you will enter the database name you want in the blank next to [db:] then click [Add DB].

Once you have clicked [Add DB] you will be brought to a redirect screen confirming the creation of the database. Click the [back] or [Go Back] link to return to the main MySQL screen.

Now we have to create the database user and password. Scroll down the screen until you see this:

Enter the database username and password you want in the appropriate blanks and click the [Add User].

Once you have clicked [Add User] you will be brought to a redirect screen confirming the creation of the username and password. Click the [back] or [Go Back] link to return to the main MySQL screen.

Now you have to add the user to the database so they can have access and control. Scroll until you see this:

Using the drop-down menus, make sure you have selected the proper user and database, then click [Add User to DB].

Again, you will be sent to the redirect screen confirming the addition of the user to the database. Again, click the [back] or [Go Back] link to return to the main MySQL screen. You should see something like this:

These are the database name, username and password you will use in the config.php file.

Note:

cPanel will always preface the database name and database username with your main account username and an underscore.

If you chose the database name [forums] and the database username [user] your database will be [mainusername_forums] and your database username will be [mainusername_user]

Setting-up a MySQL Database in Plesk

[Back to Top](#)

When you first log into Plesk, you will see this screen. Click the [DATABASES] button to begin setting up your database:

Note:

If the [DATABASES] button is greyed out, it means that your account does not have MySQL database access. Please contact your host to correct this.

This will bring you to the database create screen. Enter the name you want for your database and click the [ADD] button.

Now you must create your database user. Enter the database username you want and click the [ADD] button.

Now you must create a password for the database username. Enter it in the first blank, reenter it in the second blank for confirmation and click the [UPDATE] button:

You have now created your database and will be redirected to this screen:

The database name, username and password you created here are what you input into your config.php file.

Setting-up a MySQL Database in Ensim

[Back to Top](#)

There are 2 possible ways to set up a MySQL database in Ensim. In most Ensim configurations, you will have links on the left as well as icons on the main screen. Some hosts, however, don't use the icon set up, so I will cover both.

When you load your control panel you should see something resembling the screen in the following figure. Most people will click the [MySQL Admin Tool] link next to the icon. Others may have to click the [Services] link in the left side nav panel.

If you had to use the [Services] link in the left side nav panel, you will see the following screen:

Click the following button in the row labeled [MySQL]

This will bring up the following screen:

Click the [Create Database] link.

This will bring the screen where you create the database:

Type the database name you want in the blank and click the [Save]. This will create your database and take you to the main database screen. You should see the database you created listed on the screen.

Note:

Most Ensim installations will prefix the database name with [yourdomain_com_-_] so if you choose [forums] as your database name, the actual name of the database may be [yourdomain_com_-_forums]

Also, Ensim will use the same username and password for the database username and password that you use for your main account login.

Backing-up your MySQL Database Manually

[Back to Top](#)

Here you will find instruction for backing up your database.

Backing Up The Database via SSH/Telnet

[Back to Top](#)

In order to back up your database via SSH or Telnet you will require 2 things:

1) [SSH](#) or [Telnet](#) access to your site. You will need to check with your hosting company to see if this is available.

2) An SSH/Telnet Client, such as PuTTY.

Open your SSH/Telnet client and log into your website. The command line prompt you will see will vary by OS. For most hosting companies, this will bring you into the FTP root folder.

Type in the following to create a backup in the current directory:

```
mysqldump --opt -Q -u dbusername -p databasename > backupname.sql
```

Or to create a backup in a separate directory (signified by /path/to/) type:

```
mysqldump --opt -Q -u dbusername -p databasename > /path/to/backupname.sql
```

You will be prompted for the database password. Enter it and the database will backup.

If your hosting company has you on a remote MySQL server, such as mysql.yourhost.com, you will need to add the servername to the command line. The servername will be the same as in your config.php. The command line will be:

Current directory:

```
mysqldump --opt -Q -hservername -u dbusername -p databasename > backupname.sql
```

Separate directory:

```
mysqldump --opt -Q -h servername -u dbusername -p databasename > /path/to/backupname.sql
```

You can then, if you wish, download the backup to your home computer.

Backing Up The Database via phpMyAdmin

[Back to Top](#)

For purposes of this instruction,I am using phpMyAdmin version 2.5.6-rc1.

Go to phpMyAdmin in your web browser and select the database you wish to back up by clicking on the name. If you have multiple databases, you will need to select the name from the drop menu.

In the right-hand frame, you will see a row of links. Click [Export]

Now in the right-hand frame you will see three (3) areas. In the first area, called **Export** you select the table(s) you wish to back up by selecting them from the list. To select multiple tables, hold the Ctrl key and click the table names. To select all table, click the [Select All] link.

In the second area, called **SQL Options**, make sure you have the following boxes checked:

Structure

Add 'drop table'

Add AUTO_INCREMENT value

Enclose table and field names with backquotes

Data

In the third area, check **Save as file** and type a name for the backup in the **File name template** :

If your system supports it, you may also choose a compression type. **None** is selected by default.

Click [Go] and you will be prompted to save the backup on your local computer.

Restoring your MySQL Database Manually

[Back to Top](#)

In this section we will cover methods to restore your database backup.

Note:

There is no Database Restore function built into vBulletin. If you cannot use either of the methods covered in the manual, you will need to ask your hosting company to restore the database for you.

Restoring The Database via SSH/Telnet

[Back to Top](#)

In order to restore your database via SSH or Telnet you will require 2 things:

1) SSH or Telnet access to your site. You will need to check with your hosting company to see if this is available.

2) An SSH/Telnet Client, such as PuTTY.

Note:

If your database backup resides on your home computer, you will first have to upload it via FTP to your website Open your SSH/Telnet client and log into your website. The command line prompt you will see will vary by OS. For most hosting companies, this will bring you into the FTP root folder.

You can either change directoties to wherever the backup is located and type in the following:

```
mysql -u dbusername -p databasename < backupname.sql
```

Or if you do not want to change directories and you know the path to where the backup is located, type in the following:

```
mysql -u dbusername -p databasename < /path/to/backupname.sql
```

You will be prompted for the database password. Enter it and the database will backup.

If your hosting company has you on a remote MySQL server, such as mysql.yourhost.com, you will need to add the servername to the command line. The servername will be the same as in your config.php. The command line will be:

```
mysql -h servername -u dbusername -p databasename < backupname.sql
```

Or:

```
mysql -h servername -u dbusername -p databasename < /path/to/backupname.sql
```

Restoring The Database via phpMyAdmin

[Back to Top](#)

For purposes of this instruction,I am using phpMyAdmin version 2.5.6-rc1.

Go to phpMyAdmin in your web browser and select the database you wish to back up by clicking on the name. If you have multiple databases, you will need to select the name from the drop menu.

In the right-hand frame, you will see a row of links. Click [SQL]

You will see a large input box for queries and below that you will see a smaller box labeled **Browse**.

Click the [Browse] button, navigate to and select the backup file on your home computer and click the [Go].

Warning:

There are sometimes file size limitations on importing a database backup this way. If your database is too large, you might encounter PHP timeout errors. In that case, you will need to attempt to restore your database via SSH/Telnet.

The vBulletin Datastore

[Back to Top](#)

To improve performance, vBulletin caches certain information which isn't updated often in the datastore, so that it doesn't have to be rebuilt every time it's needed.

Examples for this are

- forumcache - A serialized array with all the forums along with their options and permissions
- options - A serialized array with all the information set in the vBulletin Options
- profilefield - A serialized array of all the profile fields and their options.

The datastore data is stored in the datastore database table by default, but certain settings in the config.php file allow this to be saved in other places, to improve performance:

```
// ***** DATASTORE CACHE CONFIGURATION *****
// Here you can configure different methods for caching datastore items.
// vB_Datastore_Filecache - for using a cache file
// $config['Datastore']['class'] = 'vB_Datastore_Filecache';
// vB_Datastore_Memcached - for using a Memcache server
// It is also necessary to specify the hostname or IP address and the port the server is listening on
// $config['Datastore']['class'] = 'vB_Datastore_Memcached';
// $config['Misc']['memcachesserver'] = '127.0.0.1';
// $config['Misc']['memcacheport'] = '11211';
```

At the time of writing (version 3.6.4) two options were available:

vB_Datastore_Filecache

This option saves the datastore data in the /includes/datastore/datastore_cache.php file. Reading from the filesystem is generally less load-intensive than querying the database.

To use this option, you'll need to make sure that the /includes/datastore/datastore_cache.php file is writable and readable by PHP. Usually this is chmod 777. Then, uncomment the following line in the config.php file.

```
// $config['Datastore']['class'] = 'vB_Datastore_Filecache';
```

vB_Datastore_Memcached

This option saves the datastore data on a [memcached](#) server. This is a fast memory caching system which can also be run on a different server to reduce load on the main server.

To use this option, a memcached server has to be set up first. Additionally, two config variables, \$config['Misc']['memcachesserver'] and \$config['Misc']['memcacheport'], have to be set up with the IP/Servername and Port respectively. All three lines need to be uncommented.

```
// $config['Datastore']['class'] = 'vB_Datastore_Memcached';
// $config['Misc']['memcachesserver'] = '127.0.0.1';
// $config['Misc']['memcacheport'] = '11211';
```

Appendix: Developer Tools

Graphics Developer Kits

vBulletin 3 Graphics Kit

The standard vBulletin 3 graphics started life as 3D objects and scenes created in [Lightwave 3D](#). The resulting rendered images were then post-processed using [Adobe Photoshop](#).

[Back to Top](#)

[Back to Top](#)

[Back to Top](#)

Due to the nature of 3D graphics, the edges of the images do not end in a sharply defined pixel border, but rather they are *matted* to a specific background color.

The colors to which the standard graphics are matted are based on the colors of the default vBulletin style, which is primarily white and pale blue. It may be that these colors do not suit your own customized styles, in which case you will need to use the vBulletin 3 Graphics Developer Kit to produce a set of graphics matted to your own colors.

Two versions of the Graphics Developer Kit are available from the [vBulletin Members' Area](#). The first contains images that are fully prepared and require only that you choose the matte color and save the resulting images. The second version contains larger, layered images that allow you to make numerous changes to the look of the graphics before saving out the matted versions.

This document will explain the process of saving out images using the 'large, layered' version of the Graphics Developer Kit, as the steps required to achieve the same results with the 'instant matte' version are a subset of these.

After downloading the 'large, layered' version of the Graphics Developer Kit from the [vBulletin Members' Area](#), you should extract the files from the zip archive. You will be left with a directory structure that mirrors the directory structure from the 'images' directory of your vBulletin installation.

The images stored within the extracted directories are in Photoshop .psd format, in order to retain their layer information and facilitate editing. Opening an image into Photoshop (or an alternative application with PSD format support) will give you access to edit the individual graphic layers so that you can make whatever changes you need to make.

You will find that many of the PSD images are in fact used to build a number of the final graphics. For example, all the smilie graphics are generated from just two PSD files.

Here you can see a typical arrangement of image layers within one of the Graphics Kit files. This particular file (Forum Icons.psd) is used to build statusicon/forum_new.gif, statusicon/forum_old.gif, statusicon/forum_new_lock.gif, statusicon/forum_old_lock.gif and statusicon/forum_link.gif.

By switching on and off the icon next to each layer or layer set you can change the visibility of each layer and hence build each individual image.

For example, to build the statusicon/forum_new.gif image, you would need to hide all layers with the exceptions of:

- New Posts
- Top Note
- Bottom Note

Meanwhile, to create the statusicon/forum_new_lock.gif image, all layers should be hidden apart from:

- No New Posts
- Bottom Note
- Top Note
- FORUM LINK ARROW

In order to create the matted versions of your graphics, you should follow the following steps.

1 Firstly, resize the image to the desired size for the final graphic (see the [table of sizes and matte classes](#) for the correct size for each image). The resize command can be found by following Image > Image Size in Photoshop.

2 Secondly, selecting each *visible* layer in turn, apply a sharpening filter. We recommend that you use Filter > Sharpen > Unsharp Mask with the following settings:

3 Finally, after sharpening each layer, call up the File > Save for Web dialog. Here, set the number of colors to 256, the format to GIF and turn transparency on.

You should now click the **Matte** control, choose *Eyedropper Color* and then pick an appropriate color to use as the background for your image.

You can refer to the [table of sizes and matte classes](#) to find the name of the CSS class on which each graphic will be located, so that you can match that up to an appropriate color.

The Graphics Developer Kits can be downloaded from the [Members' Support Page](#).

Table of Sizes and Matte Classes

[Back to Top](#)

Directory	Image Name	Width	Height	Matte Class
buttons				

buttons	newthread	110	26	page
buttons	reply	110	26	page
buttons	threadclosed	110	26	page
buttons	edit	70	22	alt2
buttons	reply_small	70	22	alt2
buttons	forward	70	22	alt2
buttons	quickreply	25	22	alt2
buttons	sendpm	70	22	alt2
buttons	email	70	22	alt2
buttons	home	70	22	alt2
buttons	find	70	22	alt2
buttons	mode_hybrid	16	16	vbmenu_option
buttons	mode_linear	16	16	vbmenu_option
buttons	mode_threaded	16	16	vbmenu_option
buttons	printer	21	17	vbmenu_option
buttons	sendtofriend	21	17	vbmenu_option
buttons	addpoll	21	17	vbmenu_option
buttons	subscribe	21	17	vbmenu_option
buttons	report	21	17	thead
buttons	reputation	21	17	thead
buttons	ip	18	17	thead
buttons	sortasc	12	12	thead
buttons	sortdesc	12	12	thead
buttons	firstnew	12	12	alt2
buttons	lastpost	12	12	alt1
buttons	collapse_alt	11	11	alt1
buttons	collapse_alt_collapsed	11	11	alt1
buttons	collapse_tcat	15	15	tcat
buttons	collapse_tcat_collapsed	15	15	tcat
buttons	collapse_thead	13	13	thead
buttons	collapse_thead_collapsed	13	13	thead
icons				
icons	icon1	16	16	alt1
icons	icon2	16	16	alt1
icons	icon3	14	16	alt1
icons	icon4	16	16	alt1
icons	icon5	16	16	alt1
icons	icon6	16	16	alt1
icons	icon7	16	16	alt1
icons	icon8	16	16	alt1
icons	icon9	16	16	alt1
icons	icon10	16	16	alt1
icons	icon11	16	16	alt1
icons	icon12	16	16	alt1
icons	icon13	16	16	alt1
icons	icon14	16	16	alt1
misc				
misc	birthday	30	30	alt1
misc	birthday_small	13	17	alt1
misc	calendar	30	30	alt1
misc	calendar_icon	13	17	vbmenu_option

misc	im_aim	17	17	alt1
misc	im_icq	17	17	alt1
misc	im_msn	17	17	alt1
misc	im_yahoo	17	17	alt1
misc	menu_open	11	7	vbmenu_control
misc	multipage	12	12	alt2
misc	navbits_start	15	15	alt2
misc	navbits_finallink	30	15	alt2
misc	paperclip	7	13	alt2
misc	poll_posticon	16	16	alt1
misc	question_icon	16	16	alt1
misc	stats	30	30	alt1
misc	sticky	12	12	alt2
misc	subscribed	12	12	alt2
misc	subscribed_event	17	17	alt1
misc	whos_online	30	30	alt1
rating				
rating	rating_0	60	12	vbmenu_control
rating	rating_1	60	12	vbmenu_control
rating	rating_2	60	12	vbmenu_control
rating	rating_3	60	12	vbmenu_control
rating	rating_4	60	12	vbmenu_control
rating	rating_5	60	12	vbmenu_control
reputation				
reputation	reputation_off	8	10	alt1
reputation	reputation_highpos	8	10	alt1
reputation	reputation_pos	8	10	alt1
reputation	reputation_balance	8	10	alt1
reputation	reputation_neg	8	10	alt1
reputation	reputation_highneg	8	10	alt1
smilies				
smilies	biggrin	16	16	alt2
smilies	confused	16	21	alt2
smilies	cool	16	16	alt2
smilies	eek	16	16	alt2
smilies	frown	16	16	alt2
smilies	mad	16	16	alt2
smilies	redface	16	16	alt2
smilies	rolleyes	16	16	alt2
smilies	smile	16	16	alt2
smilies	tongue	16	16	alt2
smilies	wink	16	16	alt2
statusicon				
statusicon	announcement_new	18	18	alt2
statusicon	announcement_old	18	18	alt2
statusicon	forum_old	29	30	alt1
statusicon	forum_new	29	30	alt1
statusicon	forum_old_lock	29	30	alt1
statusicon	forum_new_lock	29	30	alt1
statusicon	forum_link	29	30	alt1

statusicon	subforum_old	11	11	alt2
statusicon	subforum_new	11	11	alt2
statusicon	subforum_link	11	11	alt2
statusicon	pm_old	16	16	alt2
statusicon	pm_new	16	16	alt2
statusicon	pm_replied	16	16	alt2
statusicon	pm_forwarded	16	16	alt2
statusicon	post_old	10	11	thead
statusicon	post_new	10	11	thead
statusicon	user_offline	15	15	alt1
statusicon	user_online	15	15	alt1
statusicon	user_invisible	15	15	alt1
statusicon	thread	20	20	alt2
statusicon	thread_dot	20	20	alt2
statusicon	thread_dot_hot	20	20	alt2
statusicon	thread_dot_hot_lock	20	20	alt2
statusicon	thread_dot_hot_lock_new	20	20	alt2
statusicon	thread_dot_hot_new	20	20	alt2
statusicon	thread_dot_lock	20	20	alt2
statusicon	thread_dot_lock_new	20	20	alt2
statusicon	thread_dot_new	20	20	alt2
statusicon	thread_hot	20	20	alt2
statusicon	thread_hot_lock	20	20	alt2
statusicon	thread_hot_lock_new	20	20	alt2
statusicon	thread_hot_new	20	20	alt2
statusicon	thread_lock	20	20	alt2
statusicon	thread_lock_new	20	20	alt2
statusicon	thread_moved	20	20	alt2
statusicon	thread_moved_new	20	20	alt2
statusicon	thread_new	20	20	alt2
statusicon	wol_lockedout	17	17	alt1
statusicon	wol_nopermission	16	17	alt1
statusicon	wol_error	16	16	alt1

vBulletin 2 Graphics Kit[Back to Top](#)

Welcome to the vBulletin Graphics Developer's Kit. This document will take you through the steps needed to get you started with customizing the vBulletin graphics to suit the colors of your own board.

All images in this kit are saved as Adobe Photoshop .psd files, in order to retain their layer information and facilitate editing. They were created in Photoshop 6.0 and ImageReady 3.0.

The PSD files included in the Graphics Developer's Kit are all that you will require to fully customize all the vBulletin buttons and icons to whatever extent you require.

When you open up a file into Photoshop, you will usually see a single image, but the file you opened may actually be used to create several images. Let's take a look at the file THREAD CLOSED.psd.

This file is only used to create one image (threadclosed.gif), but the PSD file still contains several layers in order to make it easier to recolor and edit.

Take a look at the Layers Palette in Photoshop and you will be able to see the individual layers that are used to create this image.

As you can see, the main constituent parts of the image are the Gradient background layer, the button outline layers, the text layer and the three layers used to create the small icon on the left-side of the button.

You can view individual layers by clicking the small icon next to each layer, in order to hide it, and then selectively turning the layers you want to see back to visible mode.

In order to recolor this image to suit your own site, you will need to recolor the Gradient and possibly the icon bg

layers. This is how to do that.

Click on the Gradient layer in the Layers Palette, so that it becomes highlighted, as shown in the image above. You will now need to select a start and end color for your gradient. To do this, click on the colored boxes in the tools palette.

The color in the top-left box will be the starting color for your gradient, and the color in the bottom-right box will be the ending color for the gradient.

Next, you will need to select the gradient tool from the tools palette. To do this, press G on your keyboard until the gradient tool is selected.

Ensure that the gradient type is linear by checking the tools options palette.

Now you will need to use the gradient tool to draw your new gradient over the existing one.

To do this, simply drag a line from the top of the image to the bottom of the image, then release the mouse button, and the gradient will be drawn. Don't worry about the gradient 'going over the edges' of the existing gradient - it has had its transparency locked, so the new gradient will not go anywhere it's not supposed to.

When you release the mouse button, the gradient will be drawn.

If you want to ensure that the line you draw with the gradient tool is perfectly top-to-bottom, without a slight angle, simply hold down the shift key while you draw the line.

If you also want to recolor the icon, click on the layer called icon_bg and then click the checkbox to lock the transparency of this layer, as shown here:

Now select the paintbrush tool from the tools palette by pressing B on the keyboard until the brush tool is selected.

Now choose the color you would like to use, and paint all over the icon. Once again, don't worry about going over the edges, as the layer transparency has been locked:

The final step is to save out the GIF version of this image, for use on your board.

To do this, choose the Save for Web option from the File menu (or hold down Alt+Ctrl+Shift+S on the keyboard).

Probably the most important option that you will need to set is the color depth. This will directly affect the file size of the resulting image - the more colors you have, the larger the filesize. The file size is displayed in the bottom-left of the window. You will need to experiment to find the best compromise between image quality and file size. 64 colors will usually be sufficient.

When you are happy with the image, click the [Ok] button to save the image. This will pop up a file window, where you can specify an filename.

As was mentioned before, some of the PSD files are used to create two or more of the final GIF images. An example of this is the SMILIES.psd file, which is used to create all of the smiley GIFs with the exception of confused.gif.

Creating the various different smileys requires you to hide some layers and show others - for example, to create the eek smiley, you will need to hide all layers with the exception of eek, background and outer circle. To create the tongue smiley, hide the eek layer and show the tongue layer. Showing and hiding layers is done by clicking the small icon next to the appropriate layer.

To change the background color of the smileys, you simply need to double-click the 'Color Overlay' effect applied to the background layer, and set a new color.

When you have finished creating a smiley, simply pull up the Save for Web control as shown earlier.

vBulletin Code Standards

[Back to Top](#)

The following documents are intended as a guide for people who are writing code to integrate with vBulletin.

Code Examples Color Key:

```
$code = red_code($var); Don't code like this
$code = normal_code($var); Code Like this
```

Braces

[Back to Top](#)

Braces should be placed on a new line in all cases.

```
if ($condition_one)
{
    // do something
}
else if ($condition_two)
```

```
{
    // do something else
}
else
{
    // don't do anything
}
```

Always use braces, even for loops / branches that contain just a single line of code.

```
if ($condition_one)
    // do something
else
    if ($condition_two)
        // do something else
    else
        // don't do anything

if ($condition_one)
{
    // do something
}
else
{
    if ($condition_two)
    {
        // do something else
    }
    else
    {
        // don't do anything
    }
}
```

Indenting

[Back to Top](#)

Always use a single tab for indenting.

```
function construct_something($var)
{
    global $vboptions;

    if ($vboptions['somevar'])
    {
        if ($var == 'something')
        {
            return true;
        }
        else
        {
            return false;
        }
    }
    else
    {
        return true;
    }
}
```

Loops and Branches

[Back to Top](#)

Loop and branch commands (including foreach) should be followed by a space before the opening parenthesis.

```
for ($i = 0; $i < 10; $i++)
{
    // do something
}

while ($result = $db->fetch_array($results))
{
    // do something
}

if ($condition != 'something')
{
    // do something
}

foreach ($array AS $key => $val)
{
    // do something
}
```

'else if' should be used, rather than 'elseif'.

```
if ($condition)
{
    // do something
}
else if ($condition_two)
{
    // do something else
}
```

Use of Spaces

[Back to Top](#)

Operators should always be surrounded by spaces with the exception of ++ and --.

```
$a = 1;
$b += $a;
$c = $a . $b;
$d = $b . 'something' . $c;
$e = $d * $b;
$f = $e / $a;
$g = ($f + $e) * $b;
$h++;
$i--;
```

Function calls and definitions should not have a space before the opening parentheses.

```
$x = htmlspecialchars($y);
$item = $DB_site->fetch_array($items);
```

Function arguments should have a space after each comma.

```
$x = fetch_something($a, $b, $c);
$i = construct_something(strtoupper('something') . ' ' . substr($var, 0, $b));
Unnecessary spaces around parentheses should not be used.
$var = addslashes( $var );
$str = fetch_something( strlen( $var ), strpos( $x , $y ) );
$x = construct_x(substr($string, 0, strlen($bla)) . '/' . ucfirst($string));
if ($x == 1 AND ($y == 2 OR $z == 3) AND ($a = fetch_x($x, $y) OR $a == 'bla'))
```

Quoting Strings

[Back to Top](#)

Strings should be quoted with single quotes if they contain no variables or control characters, otherwise use double quotes.

```
$flat_string = 'Hello, this is a string';
$dynamic_one = "Hello,\nthis is a string.";
$dynamic_two = "Hello $username,\n this is a string.";
```

The choice between using string evaluations or string additions is yours to make, depending upon the circumstances.

```
$string_one = "The time is $timenow and the date is $datenow.";
$string_two = 'The time is ' . time() . ' and the date is ' . $datenow . '.';
```

SQL Queries should always be double-quoted.

```
$results = $DB_site->query("SELECT field FROM " . TABLE_PREFIX . "table AS table");
```

Variables should not be quoted if they do not need to be.

```
$var = "$x";
$result = strtoupper("$string");
$var = $x;
$result = strtoupper($string);
$string = fetch_something("something$var");
```

Eval() calls should be single-quoted if possible, to avoid unnecessary character escaping.

```
eval("\$template = \" . fetch_template('template') . '\";");
eval('$template = "' . fetch_template('template') . '"');
```

Quoting Array Keys

[Back to Top](#)

Array keys should be quoted if they are strings or variables, even if you know that the variable evaluates to an integer.

Quoting should follow the same rules as defined for string quoting. Note that \$var = \$array[\$key]; will cause a parse error if \$key is not quoted and is a negative integer, and will cause a notice if \$key is a string and is unquoted.

```
$a = $userinfo[12];
$b = $userinfo['username'];
$c = $userinfo["$field"];
```

Compound array keys should quote the outermost variable.

```
$a = $userinfo["$var[12]"];
$b = $userinfo["$var[username]"];
$c = $userinfo["$var[$field]"];
```

Compound arrays within strings should be avoided if possible by breaking out of the string with the dot operator, although if absolutely unavoidable, the {...} array syntax can be used.

```
$a = "Hello my name is $userinfo[12], how do you do?";
$b = "Hello my name is $userinfo[username], how do you do?";
$c = "Hello my name is $userinfo[$field], how do you do?";

$d = 'Hello my name is ' . $userinfo["$var[field]"] . ', how do you do?';
$e = "Hello my name is {$userinfo[$var[username]}], how do you do?";
```

\$_GET / \$_POST / \$_REQUEST[Back to Top](#)

In order to insure that data is in the expected format, the following PHP Superglobal arrays are not to be accessed directly under most situations:

- `$_GET`
- `$_POST`
- `$_REQUEST`
- `$_COOKIE`
- `$_FILES`

The only direct access to these variables is with `$_POST['do']` and `$_GET['do']`, which is used as the controlling variable for deciding which branch of a script is executed. There may also exist very specific cases where direct access is required but should be avoided if at all possible. Do not use `$_GET / $_POST / $_REQUEST` etc. variables in templates.

`clean_gpc()` and `clean_array_gpc()`, members of the vBulletin input class are used to sanitize all user submitted data.

Valid data types are:

- `TYPE_BOOL` - Boolean
- `TYPE_INT` - Integer
- `TYPE_UINT` - Unsigned Integer
- `TYPE_NUM` - Floating Point Number
- `TYPE_UNUM` - Unsigned Floating Point Number
- `TYPE_UNIXTIME` - Unix Timestamp (Unsigned Integer)
- `TYPE_STR` - Trimmed String (No leading or trailing whitespace)
- `TYPE_NOTRIM` - String
- `TYPE_NOHTML` - Trimmed String sent through `htmlspecialchars_uni()`
- `TYPE_ARRAY` - Array
- `TYPE_FILE` - File
- `TYPE_NOCLEAN` - Unvalidated

Each of the data types other than `TYPE_NOCLEAN`, also have a corresponding Array data type that forces an array of that data type, e.g. `TYPE_ARRAY_BOOL`.

Sanitized values are accessed via the `$vbulletin->GPC` array using the value's field name as the array index, e.g. `$vbulletin->GPC['field1']`. You can be sure that the value in the `$vbulletin->GPC` array is of the type specified, no matter what may have originally been defined in the Superglobal array. For example, if you specify `TYPE_NOHTML`, you can display that variable directly in HTML without worrying about it being HTML safe.

The first parameter to both `clean_gpc()` and `clean_array_gpc()`, is the first letter initial of the Superglobal array that you are sanitizing the value from. You can only sanitize values from one Superglobal array with any single call to `clean_array_gpc()` or `clean_gpc()`. You can not clean values from `$_COOKIE` and `$_POST` with the same call, you have to make multiple calls. All of the values will end up in the same `$vbulletin->GPC` array so insure field names do not overlap.

Note:

`$_COOKIE` values must be accessed using the `COOKIE_PREFIX`:

```
$vbulletin->input->clean_gpc('c', COOKIE_PREFIX . 'forum_view', TYPE_STR);
$foo = $vbulletin->GPC[COOKIE_PREFIX . 'forum_view'];

$db->query_write("
    UPDATE " . TABLE_PREFIX . "table SET
        field_one = '" . $db->escape_string(trim($_POST['field_one'])) . '',
        field_two = '" . $db->escape_string(htmlspecialchars_uni(trim($_POST['field_two']))) . ''
    WHERE key_field = " . intval($_POST['key_field']) . "
");

$vbulletin->input->clean_array_gpc('p', array(
    'field_one' => TYPE_STR,
    'field_two' => TYPE_NOHTML,
    'key_field' => TYPE_INT
));

/* This value can be accessed either by $cleanedvar or $vbulletin->GPC['field_one'] */
$cleanedvar = & $vbulletin->input->clean_gpc('p', 'field_one', TYPE_STR);

$db->query_write("
    UPDATE " . TABLE_PREFIX . "table SET
        field_one = '" . $db->escape_string($vbulletin->GPC['field_one']) . '',
        field_two = '" . $db->escape_string($vbulletin->GPC['field_two']) . ''
    WHERE key_field = " . $vbulletin->GPC['key_field'] . "
");
```

Boolean Function Return Values[Back to Top](#)

Unless there is a good reason to use 1/0, such as the possibility of a return value of 2, use true/false as return values for functions.

```
function is_three($var)
{
```

```

if ($var == 3)
{
    return 1;
}
else
{
    return 0;
}

function is_three($var)
{
    if ($var == 3)
    {
        return true;
    }
    else
    {
        return false;
    }
}

```

Use lower-case true/false rather than upper-case TRUE/FALSE. Reserve upper-case for custom constants.

```

if ($var === TRUE)
if ($var === true)

```

AND/and&& OR/or|| etc.

Use 'AND' rather than 'and' or '&&', and 'OR' rather than 'or' or '||'.

[Back to Top](#)

```

if ($var1 && $var2 || $var3)
if ($var1 and $var2 or $var3)
if ($var1 AND $var2 OR $var3)

```

Capitalize 'AS' in foreach statements.

```

foreach($array AS $key => $val)
{
    // do something
}

```

Commenting Code

[Back to Top](#)

Use the // comment type for single-line or short comments, and the /* */ syntax for large block comments.

```

// this is a single line comment

// this is a short comment that tells
// you something about the following code

/*
this is a long comment
and it
goes on
for several
lines...
*/

```

Comments should precede the code they describe, rather than following it.

```

$var = 0; // initialize $var
if ($var) // check $var

// initialize $var
$var = 0;

// check $var
if ($var)

```

When commenting loops and branches, it is acceptable to put the comment inside the braces.

```

if ($var)
{
    // $var is true so do the following code
    echo $var;
}

```

Separate 'do' branches and major code blocks with the comment string shown here. I suggest you copy this line and add it as an insertable code snippet in your PHP editor. If you want to insert a short definition of what the 'do' code will do, add it immediately following the separating comment line.

```

require_once('../global.php');

// #####
if (empty($_REQUEST['do']))
{
    $_REQUEST['do'] = 'modify';
}

// #####
if ($_REQUEST['do'] == 'edit')
{

```

```
// do edit code
}

// ##### lists items in a table #####
// lists items in a table

if ($_REQUEST['do'] == 'modify')
{
    // do modify code
}
```

Prefix PHP function definitions with the comment string shown here. Once again, you should create a code snippet with this string.

```
// ##### Start is_something #####
function is_something($var)
{
    return iif($var, true, false);
}

// ##### Start fetch_uppercase #####
function fetch_uppercase($var)
{
    return strtoupper($var);
}
```

Variable Comparison etc.

[Back to Top](#)

The following standards should be followed:

```
if (empty($array)) // false if $array is populated
if ($string == '') // true if $string has no contents
if ($integer) // true if $integer is not 0
if (!$integer) // true if $integer is 0
if ($boolean) // true if $boolean is true
if (!$boolean) // true if $boolean is false
```

If data type is crucial, use === and !==.

```
if ($boolean === true) // true if $boolean is 'true', false if $boolean is a true integer
if ($integer !== 0) // true if $integer is not 0, false if $integer is 'true'
```

Note the following:

```
$integer = 0;
if ($integer == '') // will return true

$string = '';
if ($string == 0) // will return true

$string = '0';
if ($string == '') // will return false
```

SQL Query Syntax

[Back to Top](#)

Always double-quote SQL queries, even if they contain no dynamic text.

```
$db->query_read('SELECT field FROM ' . TABLE_PREFIX . 'table ORDER BY field');
$db->query_read("SELECT field FROM " . TABLE_PREFIX . "table ORDER BY field");
```

SQL function calls should not be followed by a space.

```
$db->query_read("SELECT COUNT(*) AS records, SUM(field_one) AS total FROM " . TABLE_PREFIX . "table");
```

If a query string is long and would be better written on more than one line, separate it onto separate lines, putting the clause keyword at the start of the line in the following manner: double-quote, newline, indent, [query string], newline, outdent, double-quote.

```
$results = $db->query_read("SELECT field_one, field_two, field_three,
    IF(field_four = 'Yes', 1, 0) AS field_four,
    FROM " . TABLE_PREFIX . "table_one AS table_one
    LEFT JOIN " . TABLE_PREFIX . "table_two AS table_two USING(field_one)
    WHERE table_one.field_two IN('bla bla bla', 'moo moo moo')
    ORDER BY table_one.field_one DESC
    LIMIT 5,10");

$results = $db->query_read("
    SELECT field_one, field_two, field_three,
    IF(field_four = 'Yes', 1, 0) AS field_four,
    FROM " . TABLE_PREFIX . "table_one AS table_one
    LEFT JOIN " . TABLE_PREFIX . "table_two AS table_two USING(field_one)
    WHERE table_one.field_two IN('bla bla bla', 'moo moo moo')
    ORDER BY table_one.field_one DESC
    LIMIT 5,10
");
```

Additional 'AND' clauses for the 'WHERE' clause should be intented if the query spans multiple lines.

```
$results = $db->query_read(
    SELECT field_one, field_two
    FROM " . TABLE_PREFIX . "table AS table
    WHERE field_one IN(3,4,5)
        AND field_two <> ''
        AND field_three = 'something'
```

```

        ORDER BY field_one
    ");
}

Do not quote numeric values in SQL queries, use intval() or $var += 0; to ensure that the variable is safe.

$db->query_first("SELECT something FROM table WHERE tableid = '$numericvar'");
$db->query_first("SELECT something FROM table WHERE tableid = '" . intval($numericvar) . "'");
$db->query_first("SELECT something FROM table WHERE tableid = " . intval($numericvar));

$numericvar = intval($numericvar);
$db->query_first("SELECT something FROM table WHERE tableid = $numericvar");

```

Do not specify a length for numeric fields unless you have specified 'UNSIGNED ZEROFILL'.

```

$db->query_write("
    ALTER TABLE " . TABLE_PREFIX . "table
        ADD field_four SMALLINT(5) UNSIGNED NOT NULL,
        ADD field_five INT(10) UNSIGNED NOT NULL
");

$db->query_write("
    ALTER TABLE " . TABLE_PREFIX . "table
        ADD field_four SMALLINT UNSIGNED NOT NULL,
        ADD field_five INT UNSIGNED NOT NULL
");

```

Do not use the 'AFTER' keyword in 'ALTER' statements. Some servers seem to have problems with 'AFTER' so it is best avoided.

```

$db->query_write("
    ALTER TABLE " . TABLE_PREFIX . "table
        ADD field_six INT UNSIGNED NOT NULL AFTER field_five
");

$db->query_write("
    ALTER TABLE " . TABLE_PREFIX . "table
        ADD field_six INT UNSIGNED NOT NULL
");

```

Format INSERT / REPLACE queries like this:

```

$db->query_write("
    INSERT INTO " . TABLE_PREFIX . "table
        (field_one, field_two, field_three)
    VALUES
        (1, 2, 'moo'),
        (1, 2, 'baa'),
        (3, 5, 'quack')
");

```

Always list the field names in INSERT / REPLACE queries. Never assume that you are inserting all the fields into a table.

```

$db->query_write("
    INSERT INTO " . TABLE_PREFIX . "table
    VALUES
        (1, 'one', 'some text')
");

$db->query_write("
    INSERT INTO " . TABLE_PREFIX . "table
        (field_one, field_two, field_three)
    VALUES
        (1, 'one', 'some text')
");

```

If a field in an INSERT query is AUTO_INCREMENT, do not include it in the query.

```

$db->query_write("
    INSERT INTO " . TABLE_PREFIX . "table
        (auto_increment_field, field_two)
    VALUES
        (NULL, 'texty bits')
");

$db->query_write("
    INSERT INTO " . TABLE_PREFIX . "table
        (field_two)
    VALUES
        ('texty bits')
");

```

'Do' Branch Naming

[Back to Top](#)

Most vBulletin scripts contains 'do' branches. The following naming standards should be followed.

```

if (empty($_REQUEST['do']))
{
    // set default branch for this script
    $_REQUEST['do'] = 'modify';
}

// ##########
if ($_POST['do'] == 'kill')
{

```

```

// 'kill'
// run code to remove item in database
}

// #####
if ($_REQUEST['do'] == 'delete')
{
    // 'delete'
    // display delete confirmation message
}

// #####
if ($_POST['do'] == 'insert')
{
    // 'insert'
    // run code to insert new item into database
}

// #####
if ($_REQUEST['do'] == 'add')
{
    // 'add'
    // display form to add new item
}

// #####
if ($_POST['do'] == 'update')
{
    // 'update'
    // run code to update item in database
}

// #####
if ($_REQUEST['do'] == 'edit')
{
    // 'edit'
    // display form to edit item
}

// #####
if ($_REQUEST['do'] == 'modify')
{
    // 'modify'
    // show default branch for this script
}

```

If possible, keep the branches in the order listed above, with 'modify' (the default action) at the very bottom of the script.

If a script contains branches to edit/add/delete more than a single item type (such as template.php containing script to modify both styles and templates), then you should suffix the kill/delete/insert/add/update/edit branch names with the item type.

```

if ($_REQUEST['do'] == 'edittemplate')
{
    // show form to edit a template
}

// #####
if ($_REQUEST['do'] == 'editstyle')
{
    // show form to edit a style
}

```

If a the functionality of a 'do' branch does not tally with edit, update, add, insert, delete or kill, give it a name that summarised the functionality of the branch.

```

if ($_REQUEST['do'] == 'rebuildstylecache')
{
    // rebuild style cache
}

// #####
if ($_REQUEST['do'] == 'updatetemplateparentlists')
{
    // update template parent lists
}

```

Keep groups of branches applicable to a single item type together in the script.

```

// if (empty($_REQUEST['do']))

// if ($_REQUEST['do'] == 'rebuildstylecache')
// if ($_POST['do'] == 'killstyle')
// if ($_REQUEST['do'] == 'deletestyle')
// if ($_POST['do'] == 'insertstyle')
// if ($_REQUEST['do'] == 'addstyle')
// if ($_POST['do'] == 'updatestyle')
// if ($_REQUEST['do'] == 'editstyle')

```

```
// if ($_REQUEST['do'] == 'updatetemplateparentlists')
// if ($_POST['do'] == 'killtemplate')
// if ($_REQUEST['do'] == 'deletetemplate')
// if ($_POST['do'] == 'inserttemplate')
// if ($_REQUEST['do'] == 'addtemplate')
// if ($_POST['do'] == 'updatetemplate')
// if ($_REQUEST['do'] == 'edittemplate')

// if ($_REQUEST['do'] == 'modify')
```

Function Naming[Back to Top](#)

Custom function names should (as far as possible) describe what they are going to do, so that a person reading the code would have a good idea of how to use and what to expect from a function simply by looking at the name.

Custom function names should be all lower-case and should use underscores to separate words.

```
$var2 = issomething($var1);
$var2 = isSomething($var2);
$var2 = is_something($var1);
```

Custom function names should adhere to the following standards

Group Prefix	Group Explanation	Example Functions
print_	Functions that directly print out code to the browser or output buffer via echo or print statements.	<ul style="list-style-type: none"> print_input_row print_standard_error print_cp_header
construct_	Functions that return variables containing HTML for later printing.	<ul style="list-style-type: none"> construct_edit_toolbar construct_forum_jump
is_ contains_	Functions that return true/false based on conditions.	<ul style="list-style-type: none"> is_valid_email is_wysiwyg_compatible contains_bbcode_img_tags
can_	Functions that return true/false based on permissions.	<ul style="list-style-type: none"> can_moderate can_administer can_announce
verify_	Functions that check conditions and directly drop out to an error message if certain conditions are met.	<ul style="list-style-type: none"> verify_ip_ban verify_post_errors verify_word_allowed
convert_	Functions that convert the input variable from one data format to another.	<ul style="list-style-type: none"> convert_kb_to_mb convert_html_to_bbcode convert_bits_to_array
cache_	Functions that read data from the database (usually) and create PHP cache variables to lighten the SQL load.	<ul style="list-style-type: none"> cache_templates cache_forums cache_birthdays
fetch_	Functions that return arrays / strings / integers etc. If the data type to be returned is not explicit in the function name (such as fetch_template, fetch_userinfo etc.) then specify the type of data in the function name, such as fetch_template_update_sql, fetch_replaced_session_url, fetch_reminders_array etc.	<ul style="list-style-type: none"> fetch_template fetch_user_search_sql fetch_user_location_array
process_	Functions that perform actions upon an array in order to prepare it for later reference.	<ul style="list-style-type: none"> process_thread_array process_post_preview process_online_location
build_	Functions that save data back to the database for later retrieval, such as caching birthdays into the datastore, rebuilding the style table etc.	<ul style="list-style-type: none"> build_bbcode_cache build_new_post build_attachment
delete_	Functions that delete something from the database.	<ul style="list-style-type: none"> delete_thread delete_post_index delete_user_pm

<code>undelete_</code>	Functions that reverse a soft deletion.	<ul style="list-style-type: none"> • <code>undelete_thread</code> • <code>undelete_post</code>
<code>import_</code>	Functions from the bbimport system that take an array of data and insert it as a post/thread/user (etc.) record into the database.	<ul style="list-style-type: none"> • <code>import_thread</code> • <code>import_post</code> • <code>import_user</code>
<code>sanitize_</code>	Functions that make perform actions on the input parameters in order to make them safe for the next step, such as removing illegal characters, checking that a date is valid, that a \$perpage value makes sense etc.	<ul style="list-style-type: none"> • <code>sanitize_perpage</code> • <code>sanitize_url</code> • <code>sanitize_reminder_date</code>
<code>parse_</code>	Functions that initialize the bbcode parsing process in some way.	<ul style="list-style-type: none"> • <code>parse_bbcode</code> • <code>parse_usernote_bbcode</code> • <code>parse_pm_bbcode</code>
<code>handle_</code>	Functions that are called by the bbcode parser to deal with a particular bbcode type.	<ul style="list-style-type: none"> • <code>handle_bbcode_img</code> • <code>handle_bbcode_list</code> • <code>handle_bbcode_parameter</code>
<code>file_</code>	Functions that deal directly with the filesystem.	<ul style="list-style-type: none"> • <code>file_read</code> • <code>file_download</code> • <code>file_append</code>
<code>log_</code>	Functions that append to one of vBulletin's logs.	<ul style="list-style-type: none"> • <code>log_admin_action</code> • <code>log_vbulletin_error</code> • <code>log_upgrade_step</code>
<code>exec_</code>	Functions that actually perform an action rather than returning something.	<ul style="list-style-type: none"> • <code>exec_shutdown</code> • <code>exec_queries</code> • <code>exec_cron</code>
<code>sort_</code>	Functions that sort data.	<ul style="list-style-type: none"> • <code>sort_search_items</code> • <code>sort_threaded_posts</code>
<code>strip_</code>	Functions that strip elements from strings	<ul style="list-style-type: none"> • <code>strip_bbcode</code> • <code>strip_blank_ascii</code> • <code>strip_empty_bbcode</code>
<code>xml_</code>	Functions that work to read or output XML.	<ul style="list-style-type: none"> • <code>xml_import_style</code> • <code>xml_parse_language_otag</code> • <code>xml_escape_cdata</code>
<code>vb_</code>	Functions that replace built-in PHP functions with vBulletin replacements designed to extend functionality or otherwise alter the behavior of the built-in function. If the original function name contains underscores, prefix with 'vb_' otherwise prefix with 'vb'.	<ul style="list-style-type: none"> • <code>vbmail</code> • <code>vb_number_format</code> • <code>vbsetcookie</code>
<code>js_</code>	Javascript functions defined within the PHP code (rather than being in one of the .js files).	<ul style="list-style-type: none"> • <code>js_dots</code> • <code>js_confirm_clear_db</code> • <code>js_forum_jump</code>

Data Managers

Data Managers (DMs) are an interface to various data objects used within vBulletin. They enforce necessary constraints and administrator-set options on the data to ensure that the data is valid.

[Back to Top](#)

Data managers allow rapid integration of vBulletin-specific data structures and data constraints into additional code (such as used with the product manager) or third-party applications. With only a few lines of code, you can use the data managers to create new threads and posts, users, and more.

As of this writing, vBulletin has the following data managers:

- Administrators
- Attachments

- Calendar Events
- Forums
- Moderators
- Private Messages
- Polls
- Poll Votes
- Posts
- Threads
- Threads with a Post
- Thread Ratings
- Users
- User Pictures (Avatars/Profile Pictures)

This list may be expanded in future versions.

Programming with a Data Manager

[Back to Top](#)

Programming with a data manager should make your code smaller, easier to read, and more bug proof as all the error checking and data validation is handled within the data manager itself.

Note:

PHP experience is assumed here. You should understand procedural programming as well as have a handle on object-oriented programming.

The general process for using a data manager from start to finish is as follows:

1. Create the data manager object.
2. If you are updating an existing record, set the existing data.
3. Set the values for the fields you wish to change.
4. Depending on the error handling method chosen, check for errors and abort the save if errors are found.
5. Save the updated/new data.

Most of these steps are handled via single line function calls. Each of these steps are detailed below.

Note:

The code snippets below assume you are within the vBulletin environment already. They will need access to various vBulletin files, such as includes/functions.php and includes/class_core.php, and vBulletin data, such as \$vbulletin.

1 Creating the data manager object

To create the data manager, you need to call the datamanager_init function, defined in functions.php.

```
datamanager_init($classtype, &$registry, $errtype = ERRTYPE_STANDARD, $forcefile = '')
```

Arguments are as follows:

1. **\$classtype** - the name of the data manager you want to create. This is only part of the class name. For example, if you wish to create VB_DataManager_User, you should send "User" as this value.
 2. **\$registry** - the main registry object used by vBulletin to hold application-level data. In most cases, this will be the variable \$vbulletin.
 3. **\$errtype** (optional) - the type of error handling the data manager will use. With certain types, execution will stop once an error occurs and a message will be displayed; other types allow more control over errors.
- The following constants are valid values for this argument:

ERRTYPE_ARRAY - Execution continues after an error occurs as all errors are placed in the \$errors member of the data manager. Be sure to prevent saving if necessary, as calling the save method will cause a fatal error. A good example of this usage is when an error occurs while posting a new message.

ERRTYPE_STANDARD - Execution stops once an error occurs and the error message is displayed to the user using the front-end error page.

ERRTYPE_CP - This is the same as ERRTYPE_STANDARD, except that the error is displayed as a control panel error message.

ERRTYPE_SILENT - This is similar to ERRTYPE_ARRAY, except that if the save is called while there are errors will simply prevent the save from occurring instead of stopping execution. This is useful if placing a data manager within another data manager and you can't allow an error to be displayed if something goes wrong.

4. **\$forcefile** (optional) - this controls the name of the file that is read to retrieve the data manager class. If you do not specify this, the filename is based off the class type. If you specify this argument, the file that will be read is includes/class_dm_[forcefile].php. This argument is not needed for most classes.

This function will return a **reference** to the data manager object that was created. Be sure to use =& when you assign the value returned to a variable!

Example usage:

```
$dataman =& datamanager_init('Thread', $vbulletin, ERRTYPE_ARRAY, 'threadpost');
```

// or...

```
$dataman =& datamanager_init('User', $vbulletin);
```

2 Setting the existing data (if necessary)

If you are using the data managers to insert a new record into the database, you do not need to perform this step. However, if you are updating an existing record (eg, editing a post), this step is mandatory.

To set the existing data, you must call the set_existing method of the data manager object.

set_existing(&\$existing)

The **\$existing** is an array of data that is currently stored in the database. It should include all the fields this data manager handles as keys. For example, the array passed into the user data manager would have a structure similar to this:

```
$existing = array(
    'userid' => 1,
    'username' => 'Admin',
    'usergroupid' => 6,
    // ...and all the other fields related to a user
);
```

The data manager will automatically pick out the field or fields that uniquely identify a record and update it upon saving (instead of inserting a new record).

The data passed into this function often comes from functions such as `fetch_userinfo` or `fetch_threadinfo`.

This function does not return a value.

Example usage:

```
$dataman->set_existing($vbulletin->userinfo);
```

3 Setting the values for data you wish to change

Most of your time spent dealing with data managers will be spent in this step. Each piece of data that is known must be set individually via one of several method calls. These calls will verify the validity of the data before using it to save the changes.

```
set($fieldname, $value, $clean = true, $doverify = true)
setr($fieldname, &$value, $clean = true, $doverify = true)
```

The functions `set` and `setr` are identical except that the second argument is passed by-reference in `setr` and by-value in `set`.

1. **\$fieldname** - the name of the field you are updating (eg, `userid`, `username`). The list of fields a data manager can handle are listed in the `$validfields` member.
2. **\$value** - the value you are changing this field to. Unless you specify the `$clean` argument, this value will be type cleaned to the correct data type. For example, if you specify a new user ID, it will be forced to an integer before saving.
3. **\$clean** (optional) - this controls whether the data specified in `$value` is cleaned to the correct data type. Normally, you will want this to be true (cleaning performed), however if you want to perform something like a relative value update (`field = field + 3`), you will need to make this be false.
4. **\$doverify** (optional) - controls whether to verify the data is valid before saving. For example, if you normally had a minimum of 10 characters in a post and you wanted to avoid that (and the other checks on the post text), you would set this argument to false.

These functions will return true on success and false on failure. However, note that this is the first step where the selected error handling type applies. If verification of the data fails and you have selected an error handler that displays the error immediately, execution will stop before these functions return!

Example usage:

```
$dataman->set('username', 'Admin');
$usergroupid = 6;
$dataman->setr('usergroupid', $usergroupid);
```

Another method of setting fields applies to yes/no options stored in a bit field. A bit field is a way of storing 32 yes/no options in a 4-byte integer value. To set a bit field value, call this method:

```
set_bitfield($fieldname, $bitname, $onoff)
```

1. **\$fieldname** - the name of the entire bit field you are updating (eg, `userid`, `username`). The name of the bit fields managed by a data manager are specified in the `$bitfields` member.
2. **\$bitname** - the name of the specific bit in the bit field that you wish to update. The bit field associated with a specific piece of data is also listed in the `$bitfields` member. Each member is defined in the includes/xml/bitfield_*.xml files.
3. **\$onoff** - Whether to set the option to on/yes/1 or off/no/0.

This function returns true on success and false on failure. Bit fields do not use the verification functions used by the `set` and `setr` functions, so this function will return true unless you try to write to a field that is not a bit field.

Example usage:

```
$dataman->set_bitfield('options', 'receivepm', true);
$dataman->set_bitfield('options', 'emailonpm', false);
```

Note that some more complicated data managers have special functions to set specific fields as they require extra information that cannot be provided via `set` or `setr`. Documenting those functions is beyond the scope of this document.

4 Checking for errors before saving (if necessary)

If you are using an error handler which does not stop execution, you will likely want to ensure that there are no errors up until the exact point at which the saving occurs. If you are using the `ERRTYPE_ARRAY` error handler, this is almost required since if errors have occurred, a PHP fatal error will occur.

The first thing you need to do is call the `pre_save` method. This does any last minute data verification and anything else necessary before saving. This method can throw additional errors, so you **need** to call this explicitly if you are using an error handler that does not stop execution. The `save` method will call this automatically, so if you are using an execution-stopping error handler, you do not need to bother with this.

Once this method has been called, you need to check to see if the `$errors` member is an empty array. If it is empty,

then no errors have occurred and you may proceed with the save. If it is not empty, the array will consist of strings listing each of the errors; these are generally ready to be displayed to a user.

Example code would look like this:

```
$dataman->pre_save();
if (count($dataman->errors) > 0)
{
    // Errors occurred. Do not proceed with the save.
    // You may want to loop through $dataman->errors and
    // display the results to the user.
}
else
{
    // No errors occurred.
    // Proceed with the save (see the next step).
}
```

5 Saving the updated/new data

The final step is to save the data. This is simply done by calling the save method of the data manager object. The save method does not need any arguments.

The value this function returns varies depending on certain criteria:

- **All cases when the save fails** - returns 0 or false. Note that if you are using the ERRTYPE_ARRAY error handler, a fatal error may occur first.
- **Updating a record successfully** - returns true.
- **Inserting a new record when there is a unique identifier column** - this occurs when the main table for the data contains a column marked as AUTO_INCREMENT. The value returned is the value inserted into this column. Most data manager inserts will follow this.
- **Inserting a new record when there is no unique identifier column** - this occurs when the main table for the data does not contain a column marked as AUTO_INCREMENT. The value returned is -1. This does not occur very often.

Example usage:

```
// inserting a new user
$userid = $dataman->save();

// updating an existing record
$dataman->save();
```

Data Manager Example

[Back to Top](#)

This is an example of an actual use of a data manager in vBulletin. It is a partial excerpt of the code used to register a new user.

```
// init user datamanager class
$userdata =& datamanager_init('User', $vbulletin, ERRTYPE_ARRAY);

// check for matching email addresses
if ($vbulletin->GPC['email'] != $vbulletin->GPC['emailconfirm'])
{
    $userdata->error('emailmismatch');
}
// set email
$userdata->set('email', $vbulletin->GPC['email']);

$userdata->set('username', $vbulletin->GPC['username']);

// check referrer
if ($vbulletin->GPC['referrername'] AND !$vbulletin->userinfo['userid'])
{
    $userdata->set('referrerid', $vbulletin->GPC['referrername']);
}

// Set specified options
if (!empty($vbulletin->GPC['options']))
{
    foreach ($vbulletin->GPC['options'] AS $optionname => $onoff)
    {
        $userdata->set_bitfield('options', $optionname, $onoff);
    }
}

// ... additional data setting ...

$userdata->pre_save();

// check for errors
if (!empty($userdata->errors))
{
    $errorlist = '';
    foreach ($userdata->errors AS $index => $error)
    {
        $errorlist .= "<li>$error</li>";
    }
}

// ... additional code; $errorlist is outputted to the user
}
else
{
    // save the data
    $vbulletin->userinfo['userid']
        = $userid
        = $userdata->save();
```

```
// ... additional processing code
}
```

Advanced Data Manager Techniques

[Back to Top](#)

Data managers are very complex internally. They encompass a lot of functionality and options that aren't needed in many cases. This section will discuss some of the more advanced usages of data managers, including discussing how to extend them to include additional functionality.

Using set_info to modify certain behaviors

Each data manager has built in functionality that it provides and default checks that it makes. Some of these data checks do not apply in all cases. Consider a user making a new post very shortly after making another post (so he or she would be stopped by the flood check). The thread/post data manager includes the checks to prevent flooding, so normally it would throw an error here. However, if the user decided to preview the post instead of submitting it, they should see their post instead of an error about the flood check. Calling set_info allows you to set a value to bypass that check, allowing the user to see their post instead of an error.

```
set_info($fieldname, $value)
setr_info($fieldname, &$value)
```

The set functions, the only difference between set_info and setr_info is with how the second argument is passed (by-value versus by-reference).

- **\$fieldname** - the name of the info field you are setting. This is arbitrary and each data manager contains its own list of info fields it uses.
- **\$value** - the value that you are setting the field to. No verification is done on the data submitted.

These functions return nothing.

The info fields used by a data manager are unrelated to the data fields used by the set and setr functions. Values set by set_info will not be saved to the database.

Each data manager has a unique list of info fields that it uses. These can be found by looking for references to \$this->info within the data manager code. Info fields are generally used in two situations:

1. As a Boolean value, to control whether a certain section of code is run, such as the preview example discussed above. However, many sections of code do not have options attached to them; they will always be executed.
2. As an array of extra data that the data manager can use but does not need. A good example occurs in the thread data manager. It accepts an array of info about the forum that the thread is being posted in. If you provide this information, the forum's last post time and other data will be updated; if you do not provide this information, nothing will be updated at the forum level.

Example usage:

```
$dataman->set_info('preview', true);
$foruminfo = fetch_foruminfo(1);
$dataman->set_info('forum', $foruminfo);
```

Using error callbacks for advanced behavior if an error occurs

One rarely used data manager feature allows you to call any function you wish just as an error occurs. You can invoke this feature by calling the set_failure_callback method of a data manager. This function takes only one argument, a callback. A callback is either a string that is the name of the function to call, or an array with 2 entries: a reference to an object and a string naming the method to call. Please see the [PHP manual](#) for more information on callbacks.

The function or object-method pair passed to set_failure_callback will need to accept the following as its arguments:

1. **&\$dm** - a *reference* to the data manager that caused the error. This allows you to read data out of the data manager and do additional processing. Note that the last entry in \$dm->errors is the phrased version of the error that triggered this function call.
2. **\$errphrase** - this is the name of the phrase describing this error. It has not been changed into the browsing user's language.

Note that the names of the variables received by this function are up to you; these are simply recommendations.

While this functionality is not necessarily required, it can make it easier to perform certain operations. For example, you are doing some additional updates after you've inserted the main data, and these updates may fail but very rarely. If they fail, you want the newly inserted data to be removed. This is possible to do with an error callback.

An example in vBulletin combines the moderator and user data managers. It is possible to use the moderator data manager to tell the user data manager to update a specific user's user group. However, if that user is the last administrator, the user group updates might fail. The code to do this follows.

```
// this takes place within the moderator data manager
```

```
function post_save_each()
{
    // ...
}
```

```

$userdata =& datamanager_init('User', $this->registry, ERRTYPE_CP);

// ...

$userdata->set_failure_callback(array(&$this, 'update_user_failed_insert'));

if ($update_userid)
{
    $userdata->set('userid', $this->info['userid']);
    $userdata->set('displayuserid', $this->info['userid']);
}

// ...

$userdata->save();
}

function update_user_failed_insert(&$user)
{
    $this->condition = 'moderatorid = ' . $this->fetch_field('moderatorid');
    $this->delete();
    $this->condition = '';

    $this->errors = array_merge($this->errors, $user->errors);
}

```

This code undoes the moderator insert if the user can't be updated and then displays an error.

Structure of the \$validfields member

The most important aspect of each data manager is the \$validfields member. This is an array that controls:

- What data the data manager accepts
- How important the data is (is it required? is it be generated automatically?)
- The data's type (integer, string, etc)
- How the data is verified

The \$validfields array is structured very specifically. The **key** is the name of the field you are controlling (userid, username, etc). The **value** is another array, consisting of 2 to 4 values itself:

1. **Data's type** - this is the type the data will be cleaned to. This should be one of the constants defined for the input cleaner. Commonly used values are TYPE_STR (string), TYPE_INT (integer), and TYPE_UINT, though there are more types that you can use.
2. **Data required** - this controls whether this field must be set for the data to be valid and savable. If you make a field required and the code does not set it before inserting, an error will be thrown. There are 4 possible values:

REQ_YES - the field is required

REQ_NO - the field is not required

REQ_AUTO - the field can be automatically generated. This does not have any effect on code execution at this time. This is appropriate for things like post times that can be reasonably guessed before inserting the new data. (You will still need to write code to generate the appropriate value!)

REQ_INCR - this field is an AUTO_INCREMENT field in the database, and thus will be automatically generated upon insertion.

3. **Verification method** (optional) - this controls how the data is verified as being valid. This value can be used in three ways:

Not set - if you do not set this value in the array, the no verification will be done on the data.

The constant VF_METHOD - if you set this value to VF_METHOD, a function will be called to verify the data. The name of that function depends on the fourth value in this array. If you do not specify the fourth value, the function that is called is \$this->verify_[fieldname](). (eg, \$this->verify_userid()). The fourth value of the array overrides the function name.

A string which will be evaluated as code - finally, if you set this field to any value other than VF_METHOD it will be treated as PHP code. Before your code completes, it should return true or false. The value being tested for validity is available in \$data and the data manager that called the code is available in \$dm.

4. **Verification method override** (optional) - this applies only if you set the third value to VF_METHOD. You may then use this value to override the name of the function called. The function called will be \$this->[value]().

Note that keys in this second array are not explicitly specified.

An example of a \$validfields array:

```
// ... this is within a data manager
```

```
var $validfields = array(
```

```

'forumid'           => array(TYPE_UINT,      REQ_INCR, VF_METHOD, 'verify_nonzero'),
'title'             => array(TYPE_STR,       REQ_YES,   VF_METHOD),
'title_clean'       => array(TYPE_STR,       REQ_YES),
'threadcount'       => array(TYPE_UINT,      REQ_NO),
'daysprune'         => array(TYPE_INT,       REQ_AUTO,  'if ($data == 0) { $data = -1; } return true;'),
// ...
);

```

The following section will describe how you can use hooks to add valid fields to the data manager without modifying the source code directly.

Using hooks to modify and extend existing data managers

One of the most exciting additions to vBulletin in version 3.5 is the idea of a plugin system and hooks.

For more information on this system, please see [here](#).

Warning:

Using the plugin system to modify the default vBulletin code can cause significant problems with your board. Any modifications you make via the plugin system cannot be supported. Please turn off the plugin system before requesting support!

Hooks are provided at four distinct places in most data managers. Each location allows you to accomplish specific functionality that cannot easily be done by the other locations. The hooks are named in a consistent fashion. They prefixed by a short word representing the data managed, followed by "data_", followed by a suffix tying the hook to a specific location. Two examples of hooks are attachdata_start and userdata_presave.

- **Constructor** (*data_start) - this is called when the data manager object is created. If you wish to modify \$validfields, this is the hook you'd use. Remember that you should append values onto the array to avoid overwriting the existing values.

If you need data verification and are only working with hooks, you will not be able to use the VF_METHOD constant. You will need to put all the verification code into a string as the third argument in the array or use a trick like the following code demonstrates. This code would be placed within the appropriate *data_start hook.

```

// adding a field without data verification
$this->validfields['myfield1'] = array(TYPE_STR, REQ_NO);

// adding a field with all data verification inline
$this->validfields['myfield2'] = array(
    TYPE_INT,
    REQ_YES,
    'if ($data % 2 == 0)
{
    $dm->error("myfield2_is_even");
    return false;
}
else
{
    return true;
}');

// adding a field with data verification outside
// note: instead of defining the function here,
//       you could put it in an outside file and include it
if (!function_exists('dm_verify_myfield3'))
{
    function dm_verify_myfield3(&$data, &$dm)
    {
        // remove anything but a-z
        $data = preg_replace('#[a-z]#i', '', $data);

        if (strtolower($data[0]) != 'z')
        {
            $dm->error('myfield3_does_not_begin_with_z');
            return false;
        }
        else
        {
            // note that when this field gets saved,
            // it will be saved with everything but
            // a-z already removed
            return true;
        }
    }
}
$this-
>validfields['myfield3'] = array(TYPE_STR, REQ_NO, 'return dm_verify_myfield3($data, $dm);');

```

- **Pre-save** (*data_presave) - this is called just before the data is saved, in the pre_save method. This allows you to do any last minute data checks (which is useful when you have two pieces of data which interact) or for generating fields which have not been but can be reasonably guessed.

Since the data has yet to be confirmed as valid, you should not save any changes into the database here.

- **Post-save** (*data_postsav) - this is called just after the data is saved, in the post_save_each method. This allows you to update any additional data based on the changes made.

For example, you may have created an additional table in the database which relies on the user name being correct. You could check if the username had changed and update your table appropriately:

```
if (!$this->condition)
{
    // inserting a new user, so insert into your table
}
else if ($this->user['username'])
{
    // changing the username, so update your table
}
• Delete (*data_delete) - this is called just after the data is deleted, in the post_delete method. This is similar to the hook called post-save, except it is called while deleting a record with the data manager. Continuing the example from post-save, when a user is deleted, you should remove the associated record from your table.
```

While most data managers have just these four hooks, some vary slightly. For example, some do not have the delete hook because they do not support deletion operations. Others are more complex and have additional hooks. Specific discussions of these variations are beyond the scope of this document.

Appendix: ImpEx Import System

[Back to Top](#)

The ImpEx (Import / Export) system is the core system for importing from other forum software into vBulletin version 3.5.0 or higher. PHP 4.3.3 or higher are required to run ImpEx.

Note:

- [An Importer poll and requests thread.](#)

There are three tiers of importer systems within ImpEx, [check to see which one your system falls into](#).

Planning the import

[Back to Top](#)

This section should be read fully before an import to understand the process and what steps should be taken to ensure a smooth transition. This is vital to performing a smooth import and minimizing the disruption to your community.

The three most important things to do now are:

Note:

1. **LEAVE THE ORIGINAL BOARD RUNNING UNTIL YOU HAVE READ THIS AND DONE SOME TEST IMPORTS.**
2. Back up your target database.
3. Read the rest of this manual for importing.
4. Testing an import before shutting down the source forum is the best way to go.
5. There will probably be some residual HTML from the content that will need cleaning up afterwards, which is part of the import task and process, not a function of the support team.
6. The links within the forum to other threads/posts/users will be imported, and link to the old board. A 301/404 solution will need to be put in place if that is a concern.

Before the import

[Back to Top](#)

Once again

Warning:

LEAVE THE ORIGINAL BOARD RUNNING UNTLL YOU HAVE READ THIS AND DONE A FEW TEST IMPORTS

"I've turned my board off and done an import and it didn't work 100% correctly first time, my users are upset, fix it now"

Isn't really the best way of getting a board imported.

Right, on we go.

Make a back up of your source board and do the initial trial run import from that, not the live board.

ImpEx only ever reads from a source board it will **never alter source data**. Though running an import against source data that is being updated can have some strange outcomes for the import as well as the source board, also it will cause a lot of load on the source boards database and could impair the performance of your source boards community.

Setting up

[Back to Top](#)

Set up a board for practicing an import into.

The vBulletin license allows you to have a development board installed for the purposes of development and testing. Practicing an import is a good use of this.

Copy your source data to the same machine that your development vBulletin is installed, be that a database (i.e. phpBB) or the files (i.e. ubb.classic).

This is so you can create a testing environment to run the importer and make a note of what needs to be done before during and after the real import.

From running test imports like this you can configure [the cleaner script](#) and measure your timings, both of these will speed up your final transition.

Attachments

[Back to Top](#)

Prior to beginning the import, make sure that your attachment storage type is set to the database instead of the file system.

Installing ImpEx

[Back to Top](#)

Before you can use the vBulletin Import / Export System for vBulletin version 3.5 you first have to download it to your hard drive, prepare the files for your import and upload it to your web server.

Downloading the ImpEx Package

[Back to Top](#)

The first thing you will need to do when installing the vBulletin ImpEx system is to download the latest version from the Members' Area.

You will need to log-in to the Members' Area using the Customer Number and Customer Password that was emailed to you when you purchased your license.



Once logged in, you will see a list of **Current Licenses**. For each active license that you own, there will be a **Download vB3 Importers** link that you can click.

Click the link for the license you want to use and you will be taken to the download page, where you will be given options for how to download the latest ImpEx package.

You can choose from the following options:

- **PHP File Extension**

As a general rule, web servers will use *.php* as the extension for PHP scripts, but some servers may use a different extension, or you may simply wish to use a different extension out of your own preference. Various extensions are available here for you to choose.

- **Download File Format**

This option allows you to choose the compression format of the package you are about to download. Most people will want to download the *.zip* package as Windows® has in-built support for zip files. However, if you are downloading the package directly to a Linux server you may prefer to use the tarball (*.tar.gz*) format.

- **CGI Shebang**

This option will only be of use to you if your server runs PHP as a CGI rather than as a web server module. If your server runs PHP as a CGI and requires a shebang (such as *#!/usr/bin/php*) then you can enter the required text here and it will automatically be inserted into whichever PHP files in vBulletin require its use.

When you have set the download options you can click the **Download** button to start the download. When the download prompt window appears, you should choose the **Save** option and choose a directory on your computer in which to save the package.

The package will then be downloaded and saved to the location you specified.

Preparing the ImpEx files for upload

[Back to Top](#)

After you have successfully downloaded the ImpEx package to your computer you will need to prepare the scripts to be uploaded to your web server.

The first thing to do is to decompress the package into its constituent files. If you downloaded the *.zip* package and your computer is running a recent version of Windows® all the tools you need to do this are available as part of Windows®. This section will assume that you have downloaded the *.zip* package and that your computer is running Windows XP.

To extract the files from the package, open the folder on your computer where you saved the ImpEx package and right-click on its icon, then choose **Extract All** from the pop-up menu.

This will open a wizard to guide you through the unzipping progress. Accept the default options suggested and the system will decompress the files from the zip package.

When the unzipping progress is complete, you will find that the process has created a new folder called **ImpEx_versionnum licensenum** (where *versionnum* is the version number of the package you have downloaded, and *licensenum* is the license number of your vBulletin license).

Within this folder you will find a further folder named **licensenum.impex**, and within this folder will be a collection of *readme* files and a folder called **upload**. This folder contains the ImpEx files that need to be uploaded to your web server.

However, before you upload the files you must make some changes to the ImpEx configuration file. This file is located in the **impex** folder (within the **upload** folder) and is called **ImpExConfig.php.new**.

The first thing you must do is to rename this file from **ImpExConfig.php.new** to **ImpExConfig.php** (removing the temporary *.new* extension).

It is also best to only upload the systems modules that you want to import from. There are over 70 importers and ImpEx will only use the systems that you need. In the *impex/systems* folder you will see many folders that contain the individual importers, if you are only importing from phpBB2, then only upload that folder.

Editing the ImpEx Configuration File

[Back to Top](#)

Before uploading the ImpEx files to your web server, you must edit the ImpEx configuration file (*upload/impex/ImpExConfig.php*) to tell ImpEx how to communicate with your database(s).

To edit the ImpExConfig.php file, you will need to open the file in a text editor such as Windows® WordPad. (Note

that we do not recommend that you use Windows® Notepad to edit ImpExConfig.php, as Notepad has problems displaying the line breaks in some file types.)

The settings in this file *need* to be edited in order to create a working configuration file. These settings are divided in two groups. The target* and the source*:

Target Database Information (Into which database do we import?)

If you have ImpEx installed correctly and are running it via the admincp, you can ignore the target settings go to the source. This is because ImpEx will read your vBulletin config file.

\$impexconfig['target'] Enter the type of database here, currently this can only be mysql
['databasetype']

\$impexconfig['target'] This sets the address of your database server. On most installations the database server is located on the same computer as the web server, in which case the address should be set to 'localhost', otherwise use the address of the database server as supplied by your web host.

\$impexconfig['target'] This variable contains the username provided to you by your host for connecting to your database server.
['user']

\$impexconfig['target'] The password that accompanies the database username should be entered here.
['password']

\$impexconfig['target'] This value should be altered to state the name of the database that will contain your vBulletin installation on the database server.
['database']

\$impexconfig['target'] If your vBulletin installation uses a prefix on the tables, set it here.
['tableprefix']

Source Database Information (From which database do we import?)

\$impexconfig['sourceexists'] If the system that is being imported from uses a database, enter the details for it here and set 'sourceexists' to TRUE. If the source data is NOT stored in a database, set 'sourceexists' to FALSE.

\$impexconfig['source'] Enter the type of database here, usually this is mysql. If you are importing from a MS-SQL database, you will need MS-SQL support in [PHP](#)
['databasetype']

\$impexconfig['source'] This sets the address of database server from which you want to import data from. On most installations the database server is located on the same computer as the web server, in which case the address should be set to 'localhost', if this database is hosted on another domain use the address of the database server as supplied by your web host. If you are attempting to import from a remote server (i.e. you have just moved hosts) ensure that the database will allow remote connections. Otherwise you will need to back up the source database and restore it on your new server so it is local.
['server']

\$impexconfig['source'] This variable contains the username provided to you by your host for connecting to your database server.
['user']

\$impexconfig['source'] The password that accompanies the database username should be entered here.
['password']

\$impexconfig['source'] This value should be altered to state the name of the database that contains your other forum software data on the database server.
['database']

\$impexconfig['source'] If that database uses a prefix for the tables, set it here.
['tableprefix']

Note:

Please note that Jelsoft / vBulletin Support can not provide the values you require for your database(s). These variables are *only* available from the web host providing your web/database server.

If you need to create a new database for vBulletin to use, instructions for doing so in a variety of systems are available [here](#).

The error logging can be used by the support or development team to understand an import issue or to gain clues during debug.

The language is the language file that is used for the display of text, English, German, etc.

The page speed is the seconds of wait between the page refresh when automatically refreshing. Setting a longer time will help with network lag and server load.

The defines are typical settings that are changed for problem imports :

Defines for special cases (What do we want to turn off/on ?)

impexdebug Prints out to the screen any debug added to an install of ImpEx.

emailcasesensitive When matching emails in the user module (user merge), this forces the matching to be case sensitive or not (following the RFC strictly, emails should be case sensitive, for the vast majority of the time, this isn't the case).

forcesqlmode Some MySQL servers that have MYSQL_STRICT mode, will not accept a lot of the ImpEx SQL as it currently uses the database defaults and not a value for even field, this attempts to override that setting by passing the SQL 'set sql_mode = ''

skipparentids The last set of updating post is setting the parent id's for the imported posts if they don't have one. This can be (and usually is) very intensive due to the amount of SQL used. The number of queries run is the number of threads times two, plus one. Though this is very effected by the

number of posts as usually the post table has to be scanned (MySQL intensive).

Sometimes due to the load on larger boards the final page of the import posts can time out, setting this define to true will skip that all together. The load and bottle neck here is a known issue and being looked at.

When you have finished editing the ImpExConfig.php file you should save it again and prepare to upload the file to your web server.

ImpExConfig.php

[Back to Top](#)

Note:

The config file has changed from an ini file to a PHP script in 3.5 the same as the standard vBulletin config file.

```
<?php
#####
# vBulletin [#]version[#] - Licence Number [#]license[#]
# ----- # ;
# Copyright @2000-[#]year[#] Jelsoft Enterprises Ltd. All Rights Reserved. |;
# This file may not be redistributed in whole or significant part. # |;
# ----- VBULLETIN IS NOT FREE SOFTWARE ----- # |;
# http://www.vbulletin.com | http://www.vbulletin.com/license.html # |;
#####

# The following settings allow ImpEx to connect to the vBulletin 3
# database into which you will be importing data.

# If impex is installed in vBulletin you can ignore the target details
# as includes/config.php

$impexconfig['target'][ 'databasetype' ] = 'mysql';
$impexconfig['target'][ 'server' ] = 'localhost';
$impexconfig['target'][ 'user' ] = 'username';
$impexconfig['target'][ 'password' ] = 'password';
$impexconfig['target'][ 'database' ] = 'vbulletin_forum';
$impexconfig['target'][ 'tableprefix' ] = '';

# If the system that is being imported from uses a database,
# enter the details for it here and set 'sourceexists' to TRUE.
# If the source data is NOT stored in a database, set 'sourceexists' to FALSE

$impexconfig['sourceexists'] = false;

# mysql / mssql
$impexconfig['source'][ 'databasetype' ] = 'mysql';
$impexconfig['source'][ 'server' ] = 'localhost';
$impexconfig['source'][ 'user' ] = 'username';
$impexconfig['source'][ 'password' ] = 'password';
$impexconfig['source'][ 'database' ] = 'source';
$impexconfig['source'][ 'tableprefix' ] = '';

# Error logging will log import errors to a database table impexerror
# for use with support.
# Language file is the file of phrases to be used, default is english.
# pagespeed is the second(s) wait before the page refreshes.

$impexconfig['system'][ 'errorlogging' ] = true;
$impexconfig['system'][ 'language' ] = 'impex/impex_language.php';
$impexconfig['system'][ 'pagespeed' ] = 1;

define('impexdebug', false);
define('emailcasesensitive', false);
define('forcesqlmode', false);
define('skipparentids', false);
?>
```

Uploading ImpEx Scripts to Your Web Server

[Back to Top](#)

After your ImpExConfig.php file has been edited and saved it is time to upload the ImpEx files to your web server ready for being run.

Note:

Installing ImpEx in vBulletin requires the impex/ directory to be installed in the same directory as the admincp (i.e., your main forum directory) **and** the file cpnav_impex.xml (which can be found in upload/includes/xml) to be placed in the includes/xml directory. This because the admincp is generated from XML and needs the ImpEx XML to display the import option.

The uploading process should be familiar to anyone who has published pages to a web site before, but a brief description of the process is given here.

Although there are several methods available to transfer the ImpEx files from your computer to your web server, by far the most common method in use is transfer via FTP. Most operating systems have built-in tools for opening FTP connections although they are often limited in their usefulness and many people opt to use a third party FTP client application.

The easiest way to transfer the files is to upload the entire **upload/** folder to the server. Using an FTP client we do this by selecting or dragging the **upload** folder from its location on your computer's hard disk to the web publishing folder on the server. If the transfer doesn't automatically start, click on the [transfer] button.

Note:

Only upload the folders in the impex/systems folder that you need, i.e. the system you are importing from. If you upload all of them, delete the ones you are not going to use/

Most FTP client applications will handle the file transfers automatically, but if for some reason your application does not, you should make a note of the following:

- **All text files to be transferred in ASCII mode**

All files containing plain text from the vBulletin package should be transferred in ASCII mode.

Text file types you will find in vBulletin/ImpEx are: *.html, .php, .js, .xml, .css*.

- All non-text files to be transferred in Binary mode**

The remaining files, which are mostly images, should be transferred to your web server in Binary mode.

Binary file types used in vBulletin/ImpEx include: *.gif, .png, .jpg, .ico*.

Note:

The web publishing folder is usually called *public_html*, *www* or *htdocs* and is located within your home directory. If you are unsure of where to find your own web publishing folder, your host will be able to help you. Upload the ImpEx folder inside the installed vBulletin version 3 folder. Like **public_html/forum/impex/**

Depending upon the speed of your internet connection, uploading all the files could take several minutes to complete. After completion, you should see that the web server now contains a folder called *impex* containing a perfect copy of the files in the *upload* folder on your computer's hard disk.

Once you have uploaded the whole *impex/* directory, copy the *cnav_impex.xml* file found in *upload/impex/* to the *includes/xml* directory on your server.

If all has gone well, you are now ready to run the *impex* import script to prepare your third party forum software database import to vBulletin version 3.5.

Warning:

Before you do anything! Always make a 100% backup of your web files and database(s) to ensure you can revert to previous working version.

How to Use ImpEx

[Back to Top](#)

From your Admin Control Panel (*admincp/* by default), select Import > Import and select the system you wish to import, from the list.

Please note that the ImpEx system is written for version 3.5.0 and higher.

Now that you have installed ImpEx and selected the system to import from you are ready to do the actual import

Warning:

This is your last chance to back up your target database

Introduction to the ImpEx core System

[Back to Top](#)

ImpEx is the import/export system for vBulletin.

It comprises of a set of core files, being all the ones in the *impex/* folder.

All the folders in the *impex/systems* folder are the individual systems that ImpEx can import from.

Importing a board

[Back to Top](#)

Warning:

Make sure you have a 100% completed and working backup of your currently working forums (files and databases). If needed, you can revert back to your previously working version and start over again

From your Admin Control Panel (*admincp/* by default), select Import >> Import.

Select the system you wish to import from the list and click on the [Begin Import] button to confirm your choice and start the import procedure.

001 - Check and Update Database This module will check and alter the tables in the databases as well as the connections. After clicking on the [Start Module] button it checks the database for the tables it expects to find, you should see a green list of your source database tables, and tables listed in red are expected by the importer and missing, you import may still run as not all tables are used during an import, though if critical tables (i.e. the user table) are missing then this will break an import.

ImpEx will Alter the tables in the vB database (target) to include import id numbers. (This is needed during the import process for maintaining references between the tables during an import.)

If you have large tables (i.e. lots of posts) this can take some time. They will also be left after the import if you need to link back to the original vBulletin userid.

002 - Associate users You only need to run this module if you have users existing in the vBulletin database that you wish to merge with users in the source database during the import **that have different email addresses**. If you are doing a clean import then skip this module.

Go through each module one by one (starting at 001) and let each page load 100% before clicking on any links, do not press the [back] button and don't move away from the screen when it is running. Read carefully what is on each screen and write down any error in full before contacting support.

To start the import click on the [Start Module] button and when that module has been completed, the statistics will update and the name of the button will change.

Note:

- [vBulletin ImpEx Support Forum](#)

Re-running modules

[Back to Top](#)

When you re-run a module, for whatever reason it will clean up any previous data imported of that type.

For instance if you run the import post module for a phpBB import for the first time, it will import all the posts from the phpBB board and place them in the vBulletin database.

All the posts will have a *importpostid* which is the original post id of the post in the phpBB board. Any original post from the vBulletin board before the import will have no *importpostid*, as they are original.

So when the module is run for a second time (another practice run, you change some setting, updated a parser, got more posts, etc) it will delete all posts from the vBulletin board that have an importpostid.

This is useful for getting timings or re-running modules that had issues that you have changed or updated.

Warning:

If you have associated or merged users, the original vBulletin users will now have a importuserid, re-running the import user module will delete these users, if you don't have any associated users this isn't an issue.

Final Import Steps

[Back to Top](#)

Warning:

An import will only ever get a certain amount of information from a source board into vBulletin.

Permissions

Always check the permissions of **moderators** and **forums** after an import as there may not be a one to one mapping from the source boards permissions to vBulletin's permissions system.

Admin CP -> Forums & Moderators -> Show All Moderators -> Edit

Admin CP -> Forums & Moderators -> Forum Permissions

Forum cache

To rebuild the forum cache so your imported forums appear, go to your forum manager and save the display.

Counters

Update the Threads and Forums counters after an import to reflect the true values for each forum and thread.

Maintenance > Update Counters > Rebuild Thread Information

Maintenance > Update Counters > Rebuild Forum Information

Default forum

If you are importing into a fresh install of vBulletin, you may want to delete the default forum, it is advised that you do this before the import, if you are doing it after the import make sure that the imported forums and threads are not contained with in the default forum as they will be removed also.

User groups

Most importers will import the usergroups or create a default import usergroup, this is so you can check the users being imported and manage them accordingly, to move users to the default *Registered Users* group in vBulletin, delete the import group they are in and all the users will be moved to the Registered Users group by default.

Even with a vBulletin to vBulletin import the groups are created again, this is so you can manage the new users accordingly, in some cases you will need to keep the new users separate depending on the nature of your community to manage them.

Be sure to double-check the main Usergroup permissions to make sure they match what you want:

Admin CP -> Usergroups -> Usergroup Manager -> Edit Usergroup

Search index

You will need to rebuild the search index if you want to be able to search on the imported posts.

Maintenance > Update Counters > Rebuild Search Index

Remove the ImpEx files

Once you have finished and completed an import and your site is up and running, delete all the ImpEx files, this will ensure that if you do another import in the future you will get the latest version, as you will have to download ImpEx again.

Secondly, its good house keeping to remove an application that has your database config details and direct access to your site from your server once you have finished using it.

Password

[Back to Top](#)

Imported passwords

Not all systems can import the source board's passwords; this is due to the nature in which they are stored. The details for each importer should list if they can be imported or not.

If you import from a system where the passwords can not be imported or there was an error importing the passwords you can use the email all users and send them the link to your boards password reset page when you are ready to go live.

That will allow them to reset their passwords, though it relies on them having the correct email address in their source boards user profile.

Users > Send Email to Users

For example:

Hello \$username,

We have recently moved our forum to vBulletin, part of moving to this amazing software is that you are required to reset your password, if you follow this link and enter your email address you will be emailed directions to resetting your password.

[http://www.example.com/forum/login.php?do=lostpw&email=\\$email](http://www.example.com/forum/login.php?do=lostpw&email=$email)

Thanks,
Webmaster of example.com

Now what ?

[Back to Top](#)

Now you have done an import, the main ImpEx page will give you an idea of how long it takes, plus you re-configuring and post install setup.

Try the import a few times to make sure you are happy with the process and know what to do when the time comes.

This is the time to ask question here about things that you don't understand or believe are going wrong, not when you do the final live import !!

Note:

- [vBulletin ImpEx Support Forum](#)

Have some of your trusted users or admin/moderators look around the test import boards to help with finding any issues and pointing out permissions that need to be updated etc.

This is a good time to configure [impex/tools/cleaner.php](#) if you need to remove HTML or incorrect links from your vBulletin posts.

If you wish to remove the importid's from the database read about [help.php](#).

Cleaner.php

[Back to Top](#)

Note: The cleaner.php is located in the impex/tools/ directory. After modifying it as per the instructions below, you run it from your browser like this:

<http://www.yoursite.com/impex/tools/cleaner.php>

...using your forum URL of course.

ImpEx parses out as much HTML and incorrect BB code as it can find, though there can sometimes be unexpected HTML or codes in the posts.

To remove this you will need to use cleaner.php, the basic principle is that it matches one string and replaces it for another, or a blank to just delete the original string.

Once cleaner has been run successfully you must rebuild the Rebuild Post Cache in the AdminCP > Maintenance > Update Counters

The file itself has many comments and instructions though as an example, if I have the post :

Hi there, I was looking though the web and I found this site and I think it r0x0rs, its about pirates it must be good as they are the best.

advert

There are three errors there, the tags should be BB code, we want to remove the HTML completely and pirates should be ninjas, obviously.

In the script there is this code :

```
$replacer = array(
    "<img>" => "[img]",
    "" => "",
    "" => "",
    "" => "",
    "" => ""
);
```

This is where cleaner.php is configured on what to replace, in our example we will configure it like this :

```
$replacer = array(
    "<B>" => "[B]",
    "pirates" => "ninjas",
    '<a href="http://www.example.com/badpage.html">advert</a>' => ""
```

Note, where we have entered the HTML to find, because it contains double quotes, the quotes used in the array have been changed to single quotes, this is done or PHP will have a parse error as it will prematurely end the key variable value.

Help.php

The *Database cleanup & restart* appears at the top of every ImpEx page, you can also browse to it directly if there is an error with ImpEx, by going to www.example.com/forum/impechelp.php, assuming that your board is installed in the directory *forum/* on your web site.

There are four options on the help page.

Cancel

To cancel and return to the import, click here.

Clicking on this will send you back to the ImpEx main page.

Delete Session

To delete the import session and continue with the import, click here.

This will remove the import session. The import session contains the state of the import, the page values, paths, system selected etc. Deleting this will effectively reset the import though it will not alter any imported data in the target database.

Delete Session and all imported data

To delete the import session and all imported data for a clean retry, click here.

This will delete the session, as described above, also it will delete all imported data in the target database. This will also include any associated users, as an associated user will be assigned and importuserid and will effectively be treated as an imported user.

Remove importids

To delete the importid's in the database, click here, also removes the session. This will allow you to do consecutive imports

This will remove the importid's from the tables that have been imported into, see [this](#) section for more information.

Remove duplicate forums/threads/posts

On occasion when a browser stalls or a page fails to load you will have to refresh the page, this will mean that duplicate items will be imported, as the page will rerun the SQL from the last page load.

The duplicate items will have the same import<item>id but they will have different id's within vBulletin due to the auto_inc field, because of that ImpEx can find items that have the same import id, but a different vBulletin id, i.e. :

Thread A : threadid = 1 importthreadid = 5.
Thread B : threadid = 2 importthreadid = 5.

B must be a duplicate.

Running this function on a database that has had multi-imports which hasn't been finalised between imports could possibly remove a large percentage of the previous import, so ensure you finalise multi-imports before performing consecutive ones.

Medium / Large imports**Database Index**

Manually dropping the fulltext-index 'title' (title, 'pagetext') from the post table *before* the post module, then adding it after the import has been run can speed up the post module considerably.

```
ALTER TABLE `post` DROP INDEX `title`;
ALTER TABLE `post` ADD FULLTEXT `title` (`title` ,`pagetext`);
```

Also if you are adding and removing these it is advisable to add the indexes show below in "dupe_checking".

Display

Set the following in your ImpExConfig to lower the amount of display data sent to the browser.

```
define('shortoutput', true);
```

Memory

The estimates for a database based system, is that 200,000 is medium sized, over 750,000 posts is large.

The most important thing for ImpEx when dealing with medium or large imports is *memory* ImpEx needs to hold reference arrays when importing posts, i.e.

- userid to importuserid
- importthreadid to threadid

Possibly :

- userid to username
- forumid to importforumid

All of these take up memory (PHP has a large overhead for arrays) and this is before its even tried to select any source data to process and import.

The bare minimum for a small import and running vBulletin is 8Meg, 16Meg is advised.

For a medium import 32-64Meg would be expected. For a large source board, its a sliding scale of how big your forum is, though 64Meg is a good setting to start with.

Changing the PHP memory limit requires access to you php.ini file and the ability to restart the webserver, if you do not have control of the webserver you may have to contact your ISP or find another server for the purposes of just doing the import.

dupe_checking

There is a setting in the ImpExConfig.php that enables and disables duplicate data checking, if you have a stable server and a fast connection where the pages are loading fine and there is no manual refreshing or back button use the setting this to false will increase the speed of the import.

Though if you need to or choose to run dupe checking, adding these indexes will help greatly :

```
ALTER TABLE `post` ADD INDEX `idx_importpostthread` ( `importpostid` , `importthreadid` )
ALTER TABLE `thread` ADD INDEX `idx_importthread` ( `importthreadid` )
```

Stand alone

ImpEx has the ability to run stand alone, i.e. not in the adminCP.

To do this, move the impex/ directory out of the forum/ folder i.e. If you are installed in

example.com/forum/

So you have :

example.com/forum/admincp/
example.com/forum/impex/
etc

Move ImpEx to the root folder so you have :

example.com/impex

Configure ImpExConfig.php for the target database information as it will not be able to read the vBulletin config file. Then browse to it directly e.g. www.example.com/impex/index.php.

This will lower the memory over head as it won't have to load inside the adminCP, also it will not time out within the admincp and will load slightly faster.

Quick Guide

[Back to Top](#)

This is the quick guide to running an import for people who are comfortable with vBulletin and have experience with technical administration of a web site.

This is the procedure for testing and importing, always run tests before doing an import.

Get ImpEx

Down load ImpEx from the Members Area, [here](#).

Config the file

In the downloaded archive there is a file ImpExConfig.php.new. Rename that to ImpExConfig.php and edited it's contents for the target and source details of the database. If the source is a file based system, just edit the target details.

Upload it

Upload the ImpEx folder with the newly edited ImpExConfig.php file to your webserver, into the same directory that the admincp is in, or in the webroot for [a stand alone import](#)

If you are running ImpEx installed youl have to put the cpnav_impex.xml file in the includes/xml directory for ImpEx to show in the adminCP. The file is in upload/includes/xml in the download.

Browse to it

Select the Import from the adminCP nav bar, then the system you want to from the drop down list.

Do import

Run the first module to inspect the source and alter the target database. If you are doing a clean import or the users

you want to merge will have the same email addresses ignore module 002, which is for manual user id association.

Update counters

In the maintenance section of the adminCP, run the Update counters for the threads, then the forums. Re-order the forums and delete the default Main Forum if need be, then save the display order to rebuild the forum cache.

Clean up usergroups and forums

Setup the permissions for the usergroups, or delete the imported usergroups to move the users in those groups to the default Registered group.

cleaner.php

If you have HTML or unparsed content in your posts, you may need to use [cleaner.php](#).

Review

Check over the board before opening it, get the help of some moderators or admins from the original site, to check users, posts, PM's etc.

Multiple imports.

[Back to Top](#)

ImpEx relies on import id's during an import so that it can match one set of data to another.

For instance a user will have a **userid** and a **importuserid** once they are imported. The userid is the vBulletin assigned userid and will be what ever is next in the line and available as per the database.

The importuserid is the userid from the source board.

This is imported and used to match the user to their imported posts, attachments PM's etc.

The same goes for posts for instance **threadid** has a **importthreadid** so that ImpEx knows where to put the imported posts.

When you have done an import and are completely finished and wish to do another import you will have to set all these import id's to 0.

This is so that you finalized the data in the board, that is remove its legacy id's so that it permanently becomes part of the target board, after this is done, there is no way back (apart from restoring the back up you made before starting).

As you can import into an empty board or an existing one, this has some serious implications. e.g.

You have a source board and your vBulletin target board.

The vBulletin target board has a lot of content, once you have performed an import of the source board you can still reverse the operation as the source database has **importsomethingid**'s for all the imported data, therefore ImpEx can tell what is original and what is imported data, this is needed for the re-running of modules also.

As soon as you finishing an import, the import id's are no longer needed and serve no purpose, with one exception, that being 3rd party applications.

If you have an application that uses the user data from your source board, it will no doubt be associated with the userid from the source board, if you wish to keep that, update the 3rd party application to use the **importuserid** in the vBulletin database. Though vBulletin will not update the importuserid only the userid for new users so its best to update the 3rd party software with the new userid's.

So with the exception of 3rd party applications there is no more use for the import id's.

They can be ignored for all purposes save **Importing consecutive boards** and general tidiness (also indexes are created that may slow down huge boards slightly).

You **MUST** remove the import id's before performing a 2nd import, this is because ImpEx will not know what is original imported data and what is just imported etc.

If you are importing boards that use the same user data, just use the auto-email associate to link up the userids automatically between board imports.

To remove the import id's use the **clean database** found at the top of the ImpEx page, as show in the attached images.

Terminology

[Back to Top](#)

Clean import

Importing into an empty vBulletin, i.e. a fresh install.

Merge import

Importing into a board that contains data and users that exists on both boards. Most systems will have the ability to merge users on email address so the users in the target board gain ownership of the imported data.

Differential import

This is just terminology and not supported.

A differential import is when the source board is left open when imported into the target, and the user wishes to do a 2nd import at a later date to get the new data from the source board that has been created since the first import. i.e. the difference in the data.

Internal link parsing

This is currently under review for development.

Internal links are links that exists in posts in the source board, to threads and posts in the original source board i.e.

Note:

Check this link out ...

www.example.com/phpBB/viewtopic_84050.html

In the new board, topic 84050 will become importthreadid 84050 and will get a new thread id dependant on the state of the target database.

Internal link parsing, is finding all the links in posts that point to other posts and threads in the board being imported and updating them with the correct URL **and** postid/threadid, its not just the URL to change the id changes as well.

Source system

The system being imported from.

Target system

The system being imported to, vBulletin.

Stand alone

Running ImpEx outside of the adminCP.

ImpEx installed

Running ImpEx inside the adminCP.

Core

The core files that are needed for ImpEx to run :

ImpExConfig.php, ImpExController.php, ImpExData.php, ImpExDatabase.php, ImpExDisplay.php,
ImpExDisplayWrapper.php, ImpExFunction.php, ImpExModule.php, ImpExSession.php, cpnav_impexml.xml,
db_mysql.php, help.php, impex_language.php, index.php,
vbfields.php.

System

A group of files in a directory of the system name that you are using to import the source board from. i.e.
`phpBB/000.php, phpBB/001.php ... etc`

Module

The individual file of a system, i.e. `impex/systems/ipb2/004.php`, The IPB 2 user module.

Userid mapping

When importing a source board that has a 3rd party application, for instance a gallery, the gallery will usually use data from the user table based on the userid.

When a board is imported the userid's are assigned depending on the auto_inc value of the database, the existing number of users in the database, etc.

Basically regardless of what a 3rd party vendor will tell you, that you must force the user id's into vBulletin and that it can be done and that's the ideal way to proceed, the reality is :

Warning:

YOU CANNOT FORCE THE USER ID'S INTO VBULLETIN WITH OUT BREAKING IT

and that's all there is to it.

This is a big reoccurring issue with 3rd party products, the ideal way is to be able to remap the userid's in the 3rd party product to the new vBulletin userid.

ImpEx systems

[Back to Top](#)

These are the currently 3 tiers of import systems.

Note : All MSSQL importers, or MSSQL within systems that also have MySQL support **are all classed as 3rd tier**

Tier 1

Tier one systems are fully supported by the support team and development, they are the most active and common imports that customers do.

These importers were either upgraded or have been recently developed as all new importers are tier one.

Tier 2

Systems in this tier are the less common imports and legacy systems. Tier 2 systems can be promoted to tier 1 if there is enough demand, or retired to tier 3 when the source system reaches end of life or demand falls below a level that makes their existence viable.

Tier 3

This is the graveyard of importers, these importers are **not** supported. There are three reasons imports make it here. Firstly is because their source system has reached it's end of life and the source data model isn't changing any more so there are going to be no future updates. Secondly, that demand for them is so low that it is not viable to offer support for them as it makes no business sense (though the importer is here for people who want to delve into it).

Thirdly, that the source system is such a challenge to import from that the time typically taken for each import far out weights any sensible decision to try to support each individual import that would take hours per client with customisations.

Tier systems list

[Back to Top](#)

Tier 1

Eve 1.3.4 / Groupee 4.0.3 1.3.4 - 4.0.3

fusionBB 2 2.1

Ikonboard (MySQL) 3.x

Invision Board 3 3.0.3

Invision Board 2 2.3.0

Photopost 5.1

phpBB1 1.4.x

phpBB2 2.0.22

phpBB3 3.0.5

Simple Machines Forum 1.9

SMF 2.0

Snitz Mysql & MSSQL 3.4.04

Text file importer 0.0

Infopop UBB.threads 6.5

Infopop UBB.threads 7.2

vBulletin 3.7.x

WoltLab Burning Board 2.3.3

wbb3 3.0.3

YaBB 2 2.1

YaBB SE 1.5.5

Tier 2

ASPPlayground 2.5.5

DCForum+ MySQL 1.27

InstantForum 4.1.4

Invision Community Blog 1.2.4

MyBulletinBoard (MyBB)	1.4
Allaire	3.1
ASP-DEV	2.0
ASP-DEV	2.0
bbpress	0.9.0.1
beehive	0.5
Community Server	2.1
CuteCast	2.x
Discuz	2.5
dotnetBB	2.42
dotnetBB	2.42
dragonfly	9.2.1
Drupal	4.7.0
dzoic	3.5
eshare	0.0
ExpressionEngine	1.6.2
FUD Forum	2.x
FuseTalk	2.0
fusion BB	1.0.3
JForum	2.1.5
Jive	5.5
Jive Forums	4.0.0
megaBBS	1.69-2.2
Phpwind	3.3.1
Simple Board	1.0.4
vBulletin	3.0.* - 3.5.*
wowBB	1.63
YaBB Gold	1.3.1

Tier 3

CHC Forum	0.0
DiscusWare 4.x Pro tab file data	4.x
MxBoard	1.1.4
Infopop Open Topic	4.0
PNphpBB2 (Post Nuke)	2
Advanced Electron Forum	1.05
w-Agora	4.1.7
BuildACommunity	0.0
bbBoard	2
CFBB	1.3.1
Deluxe Portal	2.0
DigiPost	2.0
DiscusWare (file based)	4.00.6
Discuz	4.0.0
e107	0.7.8
Edge CMS	13-11-2005
EncoreII	2
fireboard	1.0.4
freethreads	0.0
Geeklog	1.3.10
Invision Power Board	1.3
Seditio (LDU)	121
Max Web Portal	0
mercuryboard	1.1.4

miniBB	2.0.1
mmforum	0.1.5
mvnforum	1.0.2
mysmartbb	1.50
MyTopix	1.3.0
openBB	1.0.7
Oxygen	1.1.3
Phorum 3	3.4.8
Phorum 5	5.0.16
phpMyForum	4.0.1
PHP Fusion	6.00.301
PunBB	1.2.10
SiteFrame	3.1.8
SiteNet BBS	2.0.3
ThWboard	3.00
Toast Forums	1.6
Tritanium BB2	2 Alpha 7
trollix XForum	2.0
TruBB	1.1
ttCMS	3.1
Infopop UBB classic	6.3 - 6.7
Ultraboard	2000
versatile Bulletin Board	1.0 RC 1
vBJournal	1.0.2
vBulletin Forum 2 Blog	3.6.8
vBlogetin	1.0 Beta 3
vanilla	1.1.4
vBulletin 2	2.3.10
vBulletin lite	1.0
vbzoom	1.1
webbbs	5.30
Webcrossing	5.0
Web Wiz Forums	9.08
WordPress	2.3.1
XMB forum	1.9
Xoops - Newbb	2.0
Xsorbit X5	x5
Yet Another Forum	1.9.0
Yahoo Groups access dB download	0.0
Yahoo groups (raw text)	0.0
zeroforum	2.1.0

EVE & GroupeeVersion supported : **1.3.4 UBB.x forum module : 4.0.3**[Back to Top](#)**Users**

Majority of profile.

(username, email, usergroup, icq, joindate, homepage,
Birthday, ipaddress, lastvisit, usertitle, posts, display_name, first_name, gender, parent_email, Occupation, Location, Interests, Bio, signature)**Forums and Categories**Basic description information, parent ids and threading order. **No display order title, you will have to put that in**
(this is due to the present changing database and may change in the future).**Threads**

All are currently imported as visible and open.

Posts

All are currently imported as visible with threading order.

Polls

Attached to threads and with current vote values.

Private Messages

Currently all PM's are stored as sent for each user.

Attachments

Need to be downloaded from infopop.

Development :

N/A.

IPB 1.3

Version supported : **1.3**

[Back to Top](#)

User groups

The IPB user groups and about 50% of the permissions setting, the users are still associated with the groups after import so just clean up the permissions after import.

Users

username, email, usergroup, password, icq, aim, joindate, homepage, ipaddress, lastvisit, Birthday, posts, gender, parent_email, Occupation, Location, Interests, avatar, signature

Forums and Categories

Basic title and description information and layout.

Threads

Nearly all thread information.

note : Importing Parents id's was changed for 1.3

Posts

All are currently imported as visible.

Polls

Attached to threads and with current vote values.

Private Messages

Sent and received are imported.

Buddy & Ignore Lists

For each user.

Moderators

Attached to forum and about 50% of permissions imported.

Attachments

Attachments are imported to the database and linked to the post.

Development :

N/A.

IPB 2

[Back to Top](#)

Version supported : **2.2.2**

Usergroup

Name and partial permissions mapped.

Users

Majority of profile.

Not passwords

This would require modification of the vB database and would break the principles of an import. User can very easily reset their passwords.

Forums and Categories

Basic title and description information, with layout and parent ids.

Threads

All are currently imported with open/closed settings.

Posts

All are currently imported as visible with IP addresses.

Polls

Attached to threads and with current vote values.

Private Messages

Imports pm text with sent and to pm for each user.

Moderator

Attached to forum with majority

Attachments

Imported to post.

Smilies

Imported into custom smilie group.

Development

N/A..

phpBB 1

Version supported : **1.4.x**

[Back to Top](#)

Users

Majority of profile.

(username, email, icq, aim, yahoo, homepage, msn, joindate, joindate, homepage, password)

Forums and Categories

All are currently imported as visible and open.

Threads

All are currently imported as visible with open state.

Posts

All are currently imported as visible with IP.

Polls

Attached to threads and with current vote values.

Private Messages

Currently all PM's are stored as sent and received for each user.

Moderator

Attached to forums with default permissions.

phpBB2

phpBB2 Importer 2.0.22 (MySQL & MSSQL)

[Back to Top](#)

Version supported : **2.0.4 - 2.0.21**

Usergroups

Default and custom usergroups.

Users

Majority of profile and avatars.

(username, email, usergroup, password, aim, icq, joindate, homepage, lastactivity, yahoo, msn, posts, Occupation, Location, Interests)

Ban Lists

Userid, IP and email.

Forums and Categories

Basic title and description information, with layout and parent ids.
category hierarchy mod

Threads

All are currently imported as visible and open.

Smilies

Imported into the smilie group, concatenated if longer than 10 characters.

Posts

All are currently imported as visable with IP addresses.

Polls

Attached to threads and with current vote values.

Private Messages

Imports pm text with sent and to pm for each user.

Ranks

Imported as usergroups.

Attachments

Imported to post with current storage setting type (i.e. database or file system).

In Development

N/A.

phpBB 3

Version supported : **3.0.5**

[Back to Top](#)

Usergroups

Default permissions.

Users

Majority of profile.

Not passwords

(username, email, joindate, ipaddress last activity, lastvisit)

Forums and Categories

All are currently imported as visible and open.

Threads

All are currently imported as visible with open & sticky state.

Posts

All are currently imported as visible with IP.

Private Messages

Currently all PM's are stored as sent and received for each user.

Attachments

Imported and attached to posts.

Moderators

Imported and attached to forums.

SMF

Version supported : 2.0

[Back to Top](#)

Usergroups

By name, no permissions.

Users

username, email, usergroup, aim, icq, joindate, homepage, yahoo, msn, ip address, birthday

Forums and Categories

Basic title and description information, with layout and parent ids.

Threads

All are currently imported as visible though with open settings.

Posts

All are currently imported as visable with IP addresses.

Polls

Attached to threads and without current vote values.

Private Messages

Imports pm text with sent and to pm for each user.

Moderators

Imported and attached to forums, though permissions will need to be reset.

Smilies

Imported to import smilie group.

Attachments

Imported to posts.

Development :

N/A.

Snitz

Version supported : **3.4 MySQL & MSSQL**

[Back to Top](#)

Users

username, email, usergroup, aim, icq, joindate, homepage, lastactivity, yahoo, msn, posts.

Forums and Categories

Basic title and description information, with layout and parent ids.

Threads

All are currently imported as visible.

Smilies

Imported into the smilie group.

Posts

All are currently imported.

Polls

Attached to threads and with current vote values.

Private Messages

Imports pm text with sent and to pm for each user.

Moderators

Imported and attached to forums.

Development

N/A

ubb.threads 6.5

Version supported : **6.5**

[Back to Top](#)

Usergroups

Title and users associated to group, reset details and permissions after import.

Users

username, email, usergroup, password, joindate, homepage, lastactivity, IP, postcount

Forums and Categories

Basic title and description information, with layout and parent ids.

Threads

All are currently with open settings, all visible.

Posts

All are currently imported as visible with IP addresses.

Polls

Attached to threads and with current vote values.

Private Messages

Imports pm text with sent and to pm for each user.

Moderators

Imported and linked to froum, reset permissions after import.

Attachments

Imported and linked to the post.

Development :

N/A.

ubb.threads 7

Version supported : **7.0.1**

[Back to Top](#)

Usergroups

Title and default permissioins.

Users

username OR display name, email, usergroup, homepage, yahoo, aim, icq, usertitle, posts, avatar, birthday, signature, occupation, Locatioin, Interests.

Forums and Categories

Basic title and description information, with layout and parent ids.

Threads

All are currently imported with open and visable set to true, sticky setting imported.

Posts

All are currently imported as visable with IP addresses.

Attachments

Imported and linked to the post.

Moderators

Imported and linked to froum, reset permissions after import.

vBulletin 2.3.11

Version supported : **2.3.x**

[Back to Top](#)

Usergroups

Permissioins mapped.

Users

All information except avatars.

Forums and Categories

Most information and 75% of permissions, as always check after import.

Threads

All, rebuild after import as with forums.

Posts

All including attachments.

Polls

Imported to threads.

PM's

To and from.

Moderator's

To forum and with permissions.

Smilies

Text and image.

Development

Avatars.

Custom Avatars.

vBulletin 3.0.17

Version supported : 3.x.x

[Back to Top](#)

ImpEx can have 3.0.9 and 3.5.0 as either a target or a source.

A special case importer, the data that is currently imported is :

- Users
- Usergroups
- Ranks
- Avatars
- Custom Profile Pics
- Forums
- Threads
- Posts
- Polls
- PM's
- Moderators
- Smilies
- Attachments

Development :

None.

vBulletin 3.6.4

Version supported : 3.x.x

[Back to Top](#)

ImpEx can have 3.0.9 and 3.5.0 as either a target or a source.

A special case importer NOT to be used instead of an upgrade, the data that is currently imported is :

- Usergroups
- Users
- Forums
- Threads
- Posts
- Polls
- PM's
- Moderators
- Custom Profile Pics
- Attachments
- Subscription
- Smilies
- Avatars

WoltLab Burning Board 2.3.3

Version supported : 2.3.3

[Back to Top](#)

Usergroups

Title and default permissions.

Users

username, email, usergroup, password, yahoo, aim, icq, homepage, joindate, last activity, lastvisit, usertitle, days prune, posts timezone offset, pmpopup avatarid, maxposts, birthday, avatar

Forums and Categories

Basic title and description information, with layout and parent ids.

Threads

All are currently imported with open and visable set to true, sticky setting imported.

Posts

All are currently imported as visable with IP addresses.

Polls

Attached to threads and with current vote values.

Private Messages

Imports pm text with sent and to pm for each user.

Moderators

Imported and linked to froum, reset permissions after import.

Attachments

Imported and linked to the post.

Ikonboard (MySQL) 3.x

Version supported : 3.1

[Back to Top](#)

Usergroups

Title and default permissions.

Users

Majority of profile.

(username, email, usergroup, icq, joindate, homepage, password
Birthday, ipaddress, lastvisit, usertitle, posts, display_name, gender, Occupation, Location, Interests, , signature)

Forums and Categories

All are currently imported as visible and open.

Threads

All are currently imported as visible with open & sticky state.

Posts

All are currently imported as visible with IP and signature permissions.

Polls

Attached to threads and with current vote values.

Private Messages

Currently all PM's are stored as sent for each user.

Moderator

Attached to forums with default permissions.

Attachments

Attached to posts.

List of all systems modules**Notes:**

Tier 1 importers are supported and updated as needed.

Tier 2 importers are not supported and will be updated based on overall demand.

Tier 3 importers are no longer supported or updated.

ASPPlayground**Tier = 2**

Source version support in ImpEx = **2.5.5**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Poll
- Import Private Mesages

CHC Forum**Tier = 3**

Source version support in ImpEx = **0.0**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages

DCForum+ MySQL**Tier = 2**

Source version support in ImpEx = **1.27**

- Import User Groups
- Import Users
- Import Forums
- Import Threads
- Import Posts
- Import Private Messages
- Import Polls
- Import Moderators

DiscusWare 4.x Pro tab file data**Tier = 3**

Source version support in ImpEx = **4.x**

- Import user
- Import forum
- Import thread
- Import post

InstantForum**Tier = 2**

Source version support in ImpEx = **4.1.4**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages
- Import attachment

Invision Community Blog**Tier = 2**

Source version support in ImpEx = **1.2.4**

- Import blog user
- Import blog category
- Import blog
- Import blog comments
- Import blog attachment
- Import blog moderator
- Import blog rate
- Import blog trackback

MxBoard**Tier = 3**

Source version support in ImpEx = **1.1.4**

- Import user
- Import forum

- Import thread
- Import post
- Import poll

MyBulletinBoard (MyBB)**Tier = 2**Source version support in ImpEx = **1.4**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Poll
- Import Private Messages
- Import Moderator
- Import Attachment
- Import Smilie

Infopop Open Topic**Tier = 3**Source version support in ImpEx = **4.0**

- Import Users
- Import Forums and Categories
- Import Posts

PNphpBB2 (Post Nuke)**Tier = 3**Source version support in ImpEx = **2**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Smilie
- Import Post
- Import Private Messages
- Import Attachments

Advanced Electron Forum**Tier = 3**Source version support in ImpEx = **1.05**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import attachment
- Import moderator

w-Agora**Tier = 3**Source version support in ImpEx = **4.1.7**

- Import User
- Import Forum
- Import Threads
- Import Post
- Import Attachments

Allaire**Tier = 2**Source version support in ImpEx = **3.1**

- Import User
- Import Forum
- Import Thread
- Import Post

ASP-DEV**Tier = 2**Source version support in ImpEx = **2.0**

- Import user
- Import forum
- Import thread
- Import post

ASP-DEV**Tier = 2**Source version support in ImpEx = **2.0**

- Import user
- Import forum
- Import thread
- Import post

BuildACommunity**Tier = 3**Source version support in ImpEx = **0.0**

- Import user
- Import forum
- Import thread
- Import post

bbBoard**Tier = 3**Source version support in ImpEx = **2**

- Import User
- Import Forum
- Import Thread
- Import Smilie
- Import Post
- Import Poll
- Import Private Messages
- Import Attachment

bbpress**Tier = 2**Source version support in ImpEx = **0.9.0.1**

- Import user
- Import forum
- Import thread
- Import post

beehive**Tier = 2**Source version support in ImpEx = **0.5**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post

CFBB**Tier = 3**Source version support in ImpEx = **1.3.1**

- Import user
- Import forum
- Import thread
- Import post
- Import Private messages

Community Server**Tier = 2**Source version support in ImpEx = **2.1**

- Import user
- Import forum
- Import thread
- Import post

CuteCast**Tier = 2**Source version support in ImpEx = **2.x**

- Import User
- Import Forum
- Import Thread
- Import Post

Deluxe Portal**Tier = 3**Source version support in ImpEx = **2.0**

- Import Usergroup
- Import User
- Import Forums and Categories
- Import Thread
- Import Post

- Import Poll
- Import Attachment
- Import Moderator
- Import Smilie

DigiPost**Tier = 3**Source version support in ImpEx = **2.0**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post

DiscusWare (file based)**Tier = 3**Source version support in ImpEx = **4.00.6**

- Import Usergroup
- Import User
- Import Categories
- Import Threads
- Import Posts

Discuz**Tier = 3**Source version support in ImpEx = **4.0.0**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post

Discuz**Tier = 2**Source version support in ImpEx = **2.5**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import poll
- Import Private messages
- Import attachment
- Import smilie

dotnetBB**Tier = 2**Source version support in ImpEx = **2.42**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post

dotnetBB**Tier = 2**Source version support in ImpEx = **2.42**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import attachment

dragonfly**Tier = 2**Source version support in ImpEx = **9.2.1**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages

Drupal**Tier = 2**

Source version support in ImpEx = **4.7.0**

- Import user
- Import forum
- Import thread
- Import post

dzoic

Tier = 2

Source version support in ImpEx = **3.5**

- Import user
- Import forum
- Import thread
- Import post

e107

Tier = 3

Source version support in ImpEx = **0.7.8**

- Import User
- Import Forum
- Import Thread
- Import Post
- Import Poll
- Import Private messages

Edge CMS

Tier = 3

Source version support in ImpEx = **13-11-2005**

- Import user
- Import forum
- Import thread
- Import post

EncoreII

Tier = 3

Source version support in ImpEx = **2**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post

eshare

Tier = 2

Source version support in ImpEx = **0.0**

- Import user
- Import forum
- Import thread
- Import post

Eve 1.3.4 / Groupree 4.0.3

Tier = 1

Source version support in ImpEx = **1.3.4 - 4.0.3**

- Import user
- Import forum
- Import thread
- Import post
- Import poll
- Import attachment
- Import Private messages
- Import Private Messages
- Import Attachment

ExpressionEngine

Tier = 2

Source version support in ImpEx = **1.6.2**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import poll
- Import attachment

fireboard

Tier = 3

Source version support in ImpEx = **1.0.4**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post

freethreads

Tier = 3

Source version support in ImpEx = **0.0**

- Import User
- Import Forum
- Import Thread
- Import Post

FUD Forum

Tier = 2

Source version support in ImpEx = **2.x**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Smilie
- Import Poll
- Import Private Messages
- Import Moderator
- Import Attachment

FuseTalk

Tier = 2

Source version support in ImpEx = **2.0**

- Import User
- Import Forum
- Import Thread
- Import Post
- Import Poll
- Import Private Messages
- Import Attachment

fusion BB

Tier = 2

Source version support in ImpEx = **1.0.3**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import attachment
- Import poll
- Import Moderator

fusionBB 2

Tier = 1

Source version support in ImpEx = **2.1**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages
- Import attachment
- Import moderator

Geeklog

Tier = 3

Source version support in ImpEx = **1.3.10**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Moderator

Ikonboard (MySQL)

Tier = 1

Source version support in ImpEx = **3.x**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Poll
- Import Private Messages
- Import Moderator
- Import Attachments

Invision Power Board

Tier = **3**

Source version support in ImpEx = **1.3**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import poll
- Import Private messages
- Import banlist
- Import moderator
- Import attachment
- Import Attachments

Invision Board 2

Tier = **1**

Source version support in ImpEx = **2.3.0**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import poll
- Import Private messages
- Import moderator
- Import attachment
- Import smilie

Invision Board 3

Tier = **1**

Source version support in ImpEx = **3.0.x**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import poll
- Import Private messages
- Import moderator
- Import attachment
- Import smilie

JForum

Tier = **2**

Source version support in ImpEx = **2.1.5**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages
- Import attachment

Jive

Tier = **2**

Source version support in ImpEx = **5.5**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages

Jive Forums

Tier = **2**

Source version support in ImpEx = **4.0.0**

- Import User
- Import Forum
- Import Thread
- Import Post

Seditio (LDU)

Tier = **3**

Source version support in ImpEx = **121**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages
- Import poll

Max Web Portal

Tier = **3**

Source version support in ImpEx = **0**

- Import User
- Import Forum
- Import Thread
- Import Post
- Import Poll
- Import Private Message
- Import Moderator

megaBBS

Tier = **2**

Source version support in ImpEx = **1.69-2.2**

- Import Usergroup
- Import User
- Import Forums
- Import Thread
- Import Post
- Import Smilie
- Import Poll
- Import Private Message
- Import attachment

mercuryboard

Tier = **3**

Source version support in ImpEx = **1.1.4**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Private Messages
- Import Attachments

miniBB

Tier = **3**

Source version support in ImpEx = **2.0.1**

- Import user
- Import forum
- Import thread
- Import post

mmforum

Tier = **3**

Source version support in ImpEx = **0.1.5**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages
- Import poll
- Import attachment

mvnforum

Tier = **3**

Source version support in ImpEx = **1.0.2**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages
- Import attachment

mysmartbb**Tier = 3**Source version support in ImpEx = **1.50**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages
- Import poll
- Import attachment
- Import moderator

MyTopix**Tier = 3**Source version support in ImpEx = **1.3.0**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Poll
- Import Private message
- Import Attachment

openBB**Tier = 3**Source version support in ImpEx = **1.0.7**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Poll
- Import Private Messages
- Import Moderator
- Import Smilie

Oxygen**Tier = 3**Source version support in ImpEx = **1.1.3**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Smilie
- Import Private Message
- Import Attachment

Phorum 3**Tier = 3**Source version support in ImpEx = **3.4.8**

- Import User
- Import Forum
- Import Thread
- Import Post
- Import attachment

Phorum 5**Tier = 3**Source version support in ImpEx = **5.0.16**

- Import User
- Import Forum
- Import Thread
- Import Post
- Import Pm

Photopost**Tier = 1**Source version support in ImpEx = **5.1**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import attachment

phpBB1**Tier = 1**Source version support in ImpEx = **1.4.x**

- Import User
- Import Forum
- Import Thread
- Import Post
- Import Smilie
- Import Poll
- Import Private messages
- Import Moderator

phpBB2**Tier = 1**Source version support in ImpEx = **2.0.22**

- Import usergroup
- Import user
- Import banlist
- Import forum
- Import thread
- Import smilie
- Import post
- Import poll
- Import Private messages
- Import rank
- Import attachment

phpBB3**Tier = 1**Source version support in ImpEx = **3.0.3**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import smilie
- Import post
- Import Private messages
- Import attachment
- Import moderator

phpMyForum**Tier = 3**Source version support in ImpEx = **4.0.1**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import smilie
- Import poll
- Import Private messages
- Import attachment

PHP Fusion**Tier = 3**Source version support in ImpEx = **6.00.301**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import poll
- Import Private messages
- Import attachment

Phpwind**Tier = 2**

Source version support in ImpEx = **3.3.1**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import smilie
- Import poll
- Import Private messages

PunBB

Tier = **3**

Source version support in ImpEx = **1.2.10**

- Import usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Moderator

Simple Board

Tier = **2**

Source version support in ImpEx = **1.0.4**

- Import User
- Import Forum
- Import Thread
- Import Post
- Import attachment

SiteFrame

Tier = **3**

Source version support in ImpEx = **3.1.8**

- Import User
- Import Categories

SiteNet BBS

Tier = **3**

Source version support in ImpEx = **2.0.3**

- Import User
- Import Forum
- Import Thread
- Import Post

SMF

Tier = **1**

Source version support in ImpEx = **2.0**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages
- Import poll
- Import attachment
- Import moderator

Snitz Mysql

Tier = **1**

Source version support in ImpEx = **3.4.04**

- Import user
- Import forum
- Import thread
- Import post
- Import poll
- Import Private messages
- Import moderator
- Import smilie

ThWboard

Tier = **3**

Source version support in ImpEx = **3.00**

- Import Usergroup
- Import User
- Import Forum
- Import Thread

- Import Post
- Import Ranks
- Import Private messages

Toast Forums**Tier = 3**Source version support in ImpEx = **1.6**

- Import user
- Import forum
- Import thread
- Import post

Titanium BB2**Tier = 3**Source version support in ImpEx = **2 Alpha 7**

- Import Usergroup
- Import Ranks
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Poll
- Import Private Messages
- Import Smilie

trollix XForum**Tier = 3**Source version support in ImpEx = **2.0**

- Import User
- Import Forum
- Import Thread
- Import Post
- Import Smilie

TruBB**Tier = 3**Source version support in ImpEx = **1.1**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Attachment

ttCMS**Tier = 3**Source version support in ImpEx = **3.1**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post

Text file importer**Tier = 1**Source version support in ImpEx = **0.0**

- Import User

Infopop UBB classic**Tier = 3**Source version support in ImpEx = **6.3 - 6.7**

- Import Users
- Import Ban List
- Import Forums
- Import Threads
- Import Posts
- Import Buddy List
- Import Ignore List
- Import Private Messages
- Import Poll
- Import Moderators

Infopop UBB.threads**Tier = 1**Source version support in ImpEx = **6.5**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import poll
- Import Private messages
- Import moderator
- Import attachment

Infopop UBBthreads**Tier = 1**Source version support in ImpEx = **7.2**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import attachment
- Import moderator
- Import Private messages

Ultraboard**Tier = 3**Source version support in ImpEx = **2000**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages

versatile Bulletin Board**Tier = 3**Source version support in ImpEx = **1.0 RC 1**

- Import User
- Import Forum
- Import Thread
- Import Post
- Import Poll
- Import Smilie
- Import Private Messages

vBJournal**Tier = 3**Source version support in ImpEx = **1.0.2**

- Import blog user
- Import blog text
- Import blog comments

vBulletin Forum 2 Blog**Tier = 3**Source version support in ImpEx = **3.6.8**

- Import blog user
- Import blog category
- Import blog
- Import blog text

vBlogetin**Tier = 3**Source version support in ImpEx = **1.0 Beta 3**

- Import blog user
- Import blog category
- Import blog
- Import blog comments

vanilla**Tier = 3**Source version support in ImpEx = **1.1.4**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post

vBulletin 2**Tier = 3**Source version support in ImpEx = **2.3.10**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import poll
- Import Private messages
- Import moderator
- Import attachment
- Import smilie

vBulletin**Tier = 2**Source version support in ImpEx = **3.0.* - 3.5.***

- Import usergroup
- Import user
- Import avatar
- Import Custom pictures
- Import forum
- Import thread
- Import post
- Import poll
- Import Private messages
- Import moderator
- Import smilie
- Import attachment

vBulletin**Tier = 1**Source version support in ImpEx = **3.7.x**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import poll
- Import Private messages
- Import phrase
- Import moderator
- Import Custom pictures
- Import attachment
- Import subscription
- Import smilie
- Import avatar

vBulletin lite**Tier = 3**Source version support in ImpEx = **1.0**

- Import User
- Import Forum
- Import Thread
- Import Post

vbzoom**Tier = 3**Source version support in ImpEx = **1.1**

- Import user
- Import forum
- Import thread
- Import post

WoltLab Burning Board**Tier = 1**Source version support in ImpEx = **2.3.3**

- Import User Groups
- Import Users
- Import Ban List
- Import Forums and Categories
- Import Threads
- Import Smilies
- Import Posts
- Import Polls
- Import Private Messages

- Import Moderators
- Import Attachment

wbb3**Tier = 2**Source version support in ImpEx = **3.0.3**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages
- Import attachment

webbbs**Tier = 3**Source version support in ImpEx = **5.30**

- Import forum

Webcrossing**Tier = 3**Source version support in ImpEx = **5.0**

- Import Forum

Web Wiz Forums**Tier = 3**Source version support in ImpEx = **9.08**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Poll
- Import Private message

WordPress**Tier = 3**Source version support in ImpEx = **2.3.1**

- Import blog user
- Import blog category
- Import blog
- Import blog comments

wowBB**Tier = 2**Source version support in ImpEx = **1.63**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Poll
- Import Private message
- Import Moderators
- Import Attachment

XMB forum**Tier = 3**Source version support in ImpEx = **1.9**

- Import User
- Import Forum
- Import Thread
- Import Post
- Import Smilie
- Import Ranks
- Import Pm's
- Import attachment

Xoops - Newbb**Tier = 3**Source version support in ImpEx = **2.0**

- Import User
- Import Forum
- Import Thread
- Import Post

Xsorbit X5**Tier = 3**Source version support in ImpEx = **x5**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import smilie
- Import poll
- Import attachment
- Import Private messages

YaBB 2**Tier = 1**Source version support in ImpEx = **2.1**

- Import user
- Import forum
- Import thread
- Import post
- Import Private messages
- Import attachment

YaBB Gold**Tier = 2**Source version support in ImpEx = **1.3.1**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Private Messages
- Import Attachments

YaBB SE**Tier = 1**Source version support in ImpEx = **1.5.5**

- Import Usergroup
- Import User
- Import Forum
- Import Thread
- Import Post
- Import Poll
- Import Pm
- Import Attachments

Yet Another Forum**Tier = 3**Source version support in ImpEx = **1.9.0**

- Import usergroup
- Import user
- Import forum
- Import thread
- Import post
- Import Private messages
- Import attachment

Yahoo Groups access dB download**Tier = 3**Source version support in ImpEx = **0.0**

- Import user
- Import forum
- Import thread
- Import post

Yahoo groups (raw text)**Tier = 3**Source version support in ImpEx = **0.0**

- Import User
- Import Forum
- Import Thread
- Import Post

zeroforum**Tier = 3**Source version support in ImpEx = **2.1.0**

- Import User
- Import Forums

ImpEx FAQ

What does ImpEx Stand for ?

[Back to Top](#)

Import Export.

The search function is only working on new thread, or not working at all.

After any import you need to rebuild the search index.

AdminCP > Maintenance > Update Counters > Rebuild Search Index

All my post dates are 12-31-1969, how do i fix this ?

After most imports you need to rebuild the thread info and forum info as well.

AdminCP > Maintenance > Update Counters > Rebuild Thread Information (this process could take a while)

AdminCP > Maintenance > Update Counters > Rebuild Forum Information

My member list says 1

Make sure you have move the users to the correct group. Adding and removing a temporary user will force the members list to rebuild.

Can ninjas do my import any better ?

Probably, though they are too busy flipping out to do imports.

What is the green percentage number during the import ?

It's mostly unimportant as it's just a reflection of the closeness of the source data to the target.

It's a measure of how much of the source data was available and selected when populating the ImpEx data object (user/thread/post/etc).

If a data object has 10 variables for data being imported and 3 of them are mandatory we can use that for an example.

If 5 of the variables are filled, 3 of which are the mandatory fields, then the object is 50% full and valid (green percentage number and imported).

If 9 of them are filled though only two of the mandatory ones, then it's 90% full though a fail.

The missing % that isn't imported is typically filled by defaults (within ImpEx just before the object is saved) or rebuilt when the admin runs the update counters and profile rebuild etc.

The % is an observation of what is being selected from the source and *not* is being saved.

Appendix: vBulletin 2 Manual

[Back to Top](#)

Installing vBulletin

The first step towards running vBulletin after you have purchased a license is to download the latest vBulletin package, upload it to your web server and run the installer script.

The following documents will take you through this process step-by-step.

Note:

These installation instructions only apply to version 2 of vBulletin.

Downloading the vBulletin Package

[Back to Top](#)

The first thing you will need to do when installing vBulletin is to download the latest version from the Members' Area.

You will need to log-in to the Members' Area using the Customer Number and Customer Password that was emailed to you when you purchased your license.

Once logged in, you will see a list of **Current Licenses**. For each active license that you own, there will be a **Download vBulletin** link that you can click.

Click the link for the license you want to use and you will be taken to the download page, where you will be given options for how to download the latest vBulletin package.

You can choose from the following options:

PHP File Extension

As a general rule, web servers will use *.php* as the extension for PHP scripts, but some servers may use a different extension, or you may simply wish to use a different extension out of your own preference. Various extensions are available here for you to choose.

When you have set the download options you can click the **Download** button to start the download. When the download prompt window appears, you should choose the **Save** option and choose a directory on your computer in which to save the package.

The package will then be downloaded and saved to the location you specified.

Preparing the vBulletin Files for Upload

[Back to Top](#)

After you have successfully downloaded the vBulletin package to your computer you will need to prepare the scripts to be uploaded to your web server.

The first thing to do is to decompress the package into its constituent files. If you downloaded the *.zip* package and your computer is running a recent version of Windows® all the tools you need to do this are available as part of Windows®. This section will assume that you have downloaded the *.zip* package and that your computer is running Windows XP.

To extract the files from the package, open the folder on your computer where you saved the vBulletin package and right-click on its icon, then choose **Extract All** from the pop-up menu.

This will open a wizard to guide you through the unzipping progress. Accept the default options suggested and the system will decompress the files from the zip package.

When the unzipping progress is complete, you will find that the process has created a new folder called **vBulletin_versionnum licensenum** (where *versionnum* is the version number of the package you have downloaded, and *licensenum* is the license number of your vBulletin license).

Within this folder you will find a further folder named **versionnum.licensenum**, and within this folder will be a folder called **upload**. This folder contains the vBulletin files that need to be uploaded to your web server.

However, before you upload the files you must make some changes to the vBulletin configuration file. This file is located in the **admin** folder (within the **upload** folder) and is called **config.php.new**.

The first thing you must do is to rename this file from **config.php.new** to **config.php** (removing the temporary *.new* extension).

Editing the vBulletin Configuration File

[Back to Top](#)

Before uploading the vBulletin files to your web server, you must edit the vBulletin configuration file (*admin/config.php*) to tell vBulletin how to communicate with your database.

To edit the *config.php* file, you will need to open the file in a text editor such as Windows® WordPad. (Note that we do not recommend that you use Windows® Notepad to edit *config.php*, as Notepad has problems displaying the line breaks in some file types.)

Editing the *config.php* file is one of the few times in vBulletin where you will need to edit raw PHP code. The file is commented in order to help you fill in the necessary information.

Of the settings in this file, only the first few *need* to be edited in order to create a working vBulletin configuration file. These settings are:

\$servername	This sets the address of your database server. On most installations the database server is located on the same computer as the web server, in which case the address should be set to ' <i>localhost</i> ', otherwise use the address of the database server as supplied by your web host.
\$dbusername	This variable contains the username provided to you by your host for connecting to your database server.
\$dbpassword	The password that accompanies the database username should be entered here.
\$dbname	This value should be altered to state the name of the database that will contain your vBulletin installation on the database server.
\$technicalemail	An email address should be entered here. All database error messages will be forwarded to the email address provided.

Note:

Please note that Jelsoft / vBulletin Support can not provide the values you require for \$servername, \$dbusername, \$dbpassword and \$dbname. These variables are *only* available from the web host providing your web/database server.

If you need to create a new database for vBulletin to use, instructions for doing so in a variety of systems are available [here](#).

The remaining variables in config.php do not need to be edited in order to make a working vBulletin configuration and it is recommended that you do not alter them until after the installation process is complete unless you are confident that you know what you are doing beforehand. A description of these remaining variables follows.

\$usepconnect	Setting this variable to 1 will cause PHP to use persistent connections to the MySQL server. For very large vBulletin installations, using persistent connections may result in a slight performance boost but in most cases leaving it set to 0 (off) is the best option. If you are unsure, leave it set to 0
\$canviewadminlog	All actions performed in the vBulletin Administrators' Control Panel are logged in the database. This variable controls the permissions for which users are allowed to view this log. The variable takes the form of a list of user IDs separated by commas. For example, if you would like the users with user IDs 1, 15 and 16 to be able to view the Admin Log, this variable would be set like this: \$canviewadminlog = '1,15,16';
\$canpruneadminlog	In the same way as \$canviewadminlog controls which users can <i>view</i> the Admin Log, \$canpruneadminlog controls which users are permitted to prune (delete items from) the Admin Log. Use the same user IDs separated with commas system as with the \$canviewadminlog setting.

Note:

The variables \$canviewadminlog, \$canpruneadminlog, should all contain a single user ID, a comma-separated list of user IDs or nothing at all. For example:

```
$canviewadminlog = '1,15,16';
$canpruneadminlog = '1';
$canpruneadminlog = '';
```

When you have finished editing your config.php file you should save it again and prepare to upload the file to your web server.

config.php
[Back to Top](#)

```
<?php
////////////////////////////////////////////////////////////////
// Please note that if you get any errors when connecting, //
// that you will need to email your host as we cannot tell //
// you what your specific values are supposed to be      //
////////////////////////////////////////////////////////////////

// type of database running
// (only mysql is supported at the moment)
$dbservertype = 'mysql';

// hostname or ip of server
$servername = 'localhost';

// username and password to log onto db server
$dbusername = 'root';
$dbpassword = '';

// name of database
$dbname = 'vbulletin';

// technical email address - any error messages will be emailed here
$technicalemail = 'dbmaster@your-email-address-here.com';

// use persistant connections to the database
// 0 = don't use
// 1 = use
$usepconnect = 0;

// which users are allowed to view the admin log
// separate each userid with a comma
$canviewadminlog = '1';

// which users are allowed to prune the admin log
// separate each userid with a comma
$canpruneadminlog = '';

?>
```

Uploading vBulletin Scripts to Your Web Server
[Back to Top](#)

After your config.php file has been edited and saved it is time to upload the vBulletin scripts to your web server ready for installation.

The uploading process should be familiar to anyone who has published pages to a web site before, but a brief description of the process is given here.

Although there are several methods available to transfer the vBulletin files from your computer to your web server, by far the most common method in use is transfer via FTP. Most operating systems have built-in tools for opening FTP connections although they are often limited in their usefulness and many people opt to use a third party FTP client application.

The easiest way to transfer the files is to upload the entire **upload** folder to the server. We do this by dragging or selecting the **upload** folder at its location on your computer's hard disk to the web publishing folder on the server. (If transfer doesn't automatically start, click on the transfer button.)

Most FTP client applications will handle the file transfers automatically, but if for some reason your application does not, you should make a note of the following:

- **All text files to be transferred in ASCII mode**

All files containing plain text from the vBulletin package should be transferred in ASCII mode.

Text file types you will find in vBulletin are: *.html, .php, .js, .xml, .css*.

- **All non-text files to be transferred in Binary mode**

The remaining files, which are mostly images, should be transferred to your web server in Binary mode.

Binary file types used in vBulletin include: *.gif, .png, .jpg, .ico*.

Note:

The web publishing folder is usually called *public_html*, *www* or *htdocs* and is located within your home directory. If you are unsure of where to find your own web publishing folder, your host will be able to help you.

Depending upon the speed of your internet connection, uploading all the files could take several minutes to complete. After completion, you should see that the web server now contains a folder called *upload* containing a perfect copy of the files in the *upload* folder on your computer's hard disk.

When all the files have been uploaded successfully you should rename the *upload* folder on the web server to the name you want to use for your forums directory. We will be calling it *forums* for the purposes of this manual.

If all has gone well, you are now ready to run the installation script to prepare your database to run vBulletin.

Running the vBulletin Install Script

[Back to Top](#)

Once all the vBulletin files have been successfully uploaded to your web server, you will need to run the vBulletin Installation Script in order to prepare your database.

The Installer runs as a PHP script using your web browser. To start the installation process, open your browser and type the HTTP address of your forums directory, followed by */install/install.php*, then hit the <Enter> key or press the [Go] button to open the script.

The first thing you will see from the install script is a welcome screen and a link to click on, click it to start the installation.

The next page will read out the config.php file details and give you the option to modify it if a setting is wrong. Click on the [update] button to confirm the settings.

The next pages are to confirm that the config.php details for the database are correct and the installer will attempt to establish a connection to the database. Click on the link **Click here to continue** to continue.

The next pages will be steps to setup the database tables for vBulletin and populate it with settings and options. Click **Next step** each time the page has completed loading.

After the database tables are populated you will be prompted to enter the forum details.

The settings required here are:

BB Title This is the title you will give to your vBulletin forums. It appears in the title of every page, and items such as notification emails sent from vBulletin to your members will identify the sender using this name. (BB Title is short for *bulletin board title*).

Homepage Title Less important than the BB Title, this setting is used for a link at the bottom of every page which points to the address specified in **Home URL** (see below). It represents the title of your web site.

BB URL The BB URL setting is very important. It represents the URL that people should visit in order to find your vBulletin forums. The system will make a best-guess at filling-in this setting automatically, so you should only change it if the given value is definitely wrong. Note that this setting should **not** end with a slash (/) character.

Home URL This is the web address of your main web site, and is used in conjunction with the **Home Title** setting to create a link to your web site from the bottom of each forum page.

Note:

You can change these after installation through the Admin Control Panel.

Click on the [Submit options and continue] button to continue.

The final page is where you can enter the first board user. This user will be the administrator of the board. So pick your desired username, set your unique password and set your email address.

Note:

When choosing a password, we would suggest a combination of letters, numbers and punctuation characters in both upper and lower case, and a length of at least eight characters.

Click on the [Submit form and continue] button to finalize installation.

Warning:

You have now completed the install of vBulletin. Once you have deleted this install script you can proceed to the control panel. You will not be able to access the control panel until you delete this script for security reasons.

This is the file the you must delete: **install.php**

Note:

Certain browser plug-ins, most notably the popular *Google Toolbar* can have an adverse effect up the vBulletin installation and upgrade scripts. We recommend that all browser plugins be disabled while running install and upgrade scripts for vBulletin.

Introduction

[Back to Top](#)

vBulletin is totally customizable through a web based control panel. This manual is designed to explain how to administrate and maintain your vBulletin bulletin board using this control panel.

There are certain terms used through out the documentation that you should understand:

- **Board** - your installation of vBulletin. This includes all of your categories, forums, threads, posts and users. You may run one board (installation of vBulletin) for each license you have purchased.
- **User / member** - someone who has registered or posted a message on your bulletin board. As an administrator, you are a user who has administrative priveledges.
- **Post** - an individual message posted by a user. It can be made up of plain text, or HTML code, depending on the options that you have set.
- **Thread** - a group of posts usually on a certain subject. On most boards, users can start new threads.
- **Forum** - a group of threads again usually on a certain subject.
- **Category** - forums can be grouped into categories
- Control panel / admin area - this is the area of your board that only administrators can access. From here you can control almost all factors of your board.

This documentation should be used as a reference manual - it is not designed to be read from start to finish.

The Control Panel

[Back to Top](#)

After installing the vBulletin software on your server, the first main task is to log into the admin control panel - to do this, visit <http://www.yourwebsite.com/vbulletindirectory/admin/>. You will be presented with a log in form:

Type in the username and password you specified during the vBulletin installation procedure, and click the "Log In" button. All being well, you will be transported into the vBulletin admin control panel:

Take a moment now to familiarise yourself with the admin control panel interface. The screen is divided vertically into two sections... the section on the left hand side contains numerous links to functions within the control panel. The right hand side of the screen contains the "Welcome to the control panel" page by default. When you click on any of the links in the left hand section of the screen, the corresponding page will appear in the right hand side. Easy eh?

In the remainder of this document, we'll be examining in detail each of the admin function available via the left-hand links:

- Options
- Announcements
- Forums and Moderators
- Threads
- Users
- User Titles
- User profile fields
- User Groups and Permissions
- Avatars
- Icons
- Smilies
- Custom BB codes
- Backup database
- Import & Maintenance
- Stats
- Styles
- Replacement variables
- Templates

Control Panel Options

[Back to Top](#)

One of the best features of vBulletin is that it puts you in total control. There are over 150 general setting options that allow you to control every aspect of your community, under the following sections:

- Turn Your vBulletin on and off
- General Settings
- Contact Details
- Posting Code allowances (vB code / HTML / etc)
- Forums Home Page Options
- User and registration options
- Memberlist options
- Thread display options
- Forum Display Options
- Search Options

- [Email Options]
- Date / Time options
- Censorship Options
- Edit Options
- IP Logging Options
- Floodcheck Options
- Banning Options
- Language Options
- Private Messaging Options
- HTTP Headers and output
- Spell Check
- Templates
- Load limiting options
- Polls
- Avatars
- Attachments
- Custom User Titles
- Calendar
- Upload Options

To view the options page, log into the admin control panel and click on the "Options" link on the left hand side of the screen. You will then be able to view a complete description for each of the available options.

Forum Announcements

[Back to Top](#)

Announcements are static posts that you can use to relay important information to your members. Announcements can be made on a per forum basis or globally. Only the latest announcement will be shown in a forum to conserve space but once a member opens the announcement they will be able to see all current announcements.

Once an attachment has been posted to a forum, it will appear at the top of the forum display page, above the listing of threads.

When you create an announcement you can specify a title, start and end date, attach it to a single forum or globally and your message. You can use HTML in announcements.

Forums and Moderators

[Back to Top](#)

In this section of the control panel, the administrator can create and edit forums.

Adding Forums

[Back to Top](#)

To add a new forum to the bulletin board, click on the "Add" link under the "Forums and Moderators" section in the left hand menu. A form will then appear in the right hand pane of the admin control panel (below), where you will be able to input all the parameters for the new forum:

- **Title** - Type in the title of the forum. You are limited to 100 characters here.
- **Display Order** - Forums are displayed from lowest to highest and under their parents. Use 0 to not display a forum.
- **Default view age** - The number of days worth of threads to display by default in this forum.
- **Forum Parent** - If you wish this forum to act as a **sub-forum**, select that forum that you wish to use as the "parent" forum. A sub-forum will then display under the parent forum.
- **Email addresses to notify when there is a new post** - Specify any email addresses to notify when there is a new post in this forum.
- **Emails addresses to notify when there is a new thread** - Specify any email addresses to notify when there is a new thread in this forum.
- **Moderator Queue** - Turn on this option if you would like your moderators (or yourself) to validate all threads and posts before they appear publically on the forum. You can access the Moderator Queue through the Moderator Control Panel located at: <http://yourdomain.com/mod/> or direct using the **admin links** at the end of the forum display page.
- **Attachment Queue** - Require moderator validation before new file attachments are displayed. You can access the Attachment Queue through the Moderator Control Panel located at: <http://yourdomain.com/mod/> or direct using the **admin links** at the end of the forum display page.
- **Custom style set for this forum** - If you wish to set a certain style/design for this forum, select the styleset from this list.
- **Private forum** - This allows you to create forums that are invisible to all users except moderators and administrators. These are good for those backstage areas needed to manage your forums!
- **Act as forum?** - If you select **no** for this option, this forum will act as a category - i.e. a forum that doesn't contain threads or posts, but can act as a parent for other forums.
- **Is active?** - If a forum is set as inactive, it will not be visible on the forum home page (even to administrators).
- **Open for new posts?** - selecting **no** for this option will effectively close a forum to everyone. No users will be able to post new threads or replies to existing threads. You can use this option if you wish to set up an "archive" forum - where posts can be viewed but not replied to.
- **Allow HTML Code in posts** - This will allow your members to use HTML code in their posts. We seriously recommend against turning this option on, as HTML may be used to break your page design, or insert malicious scripting into the page.
- **Allow vB Code in posts** - An safer alternative to HTML, vBCode allows your members to format their messages using several different codes... i.e. enclosing a word inbetween **and** will cause the word be be emboldened.
- **Allow vB IMG Code in posts** - One of the default vB Codes provided by vBulletin allows members to insert images into their posts. You can select this option for **off** if you would like to prevent users from including images in their posts.
- **Allow Smilies in posts** - Smilies are small graphical icons used to show emotions or used to spice up a post. If you don't want to allow these in this forum, you can disable them here.
- **Allow Icons for posts** - If this option is turned on, users can select an **icon** to display next to their post/thread. Icons associated with threads are displayed on the main forum browse page next to the title of the thread.

- **Allow thread ratings in this forum?** - By enabling this option, users can rate each thread between 1 and 5, where 5 is the best score. Ratings for each of the threads are displayed by default in the forum thread listing page.
- **Count posts made in this forum towards user post counts?** - By enabling this option, a user's post count will increase whenever he/she posts a thread or reply in this forum.

Modifying Forums

[Back to Top](#)

If you would like to edit an existing forum, click on "Modify" under the "Forums and Moderators" section of the control panel. A "tree" display of all your current forums will appear in the right hand pane of the screen.

From here, you can now click on a link adjacent to the forum you wish to modify. The available links are:

- **Edit** - Click this link to edit the forum parameters (for example, the forum title, description or parent).
- **Remove** - Click this link to remove the forum from the bulletin board.
- **Add Moderator** - Click this link to set up a user as a moderator of the forum. Once you click this link, a form will appear with the following options:
 - **Forum** - The user will become the moderator of the forum selected in this drop down list.
 - **User name** - The username specified in this field will be enabled as a moderator for the forum.
 - **Receive email when there is a new post** - The moderator will receive an email for every new post if you turn on this option.
 - **Receive email when there is a new thread** - The moderator will receive an email for every new post if you turn on this option.
 - **an edit posts** - Select yes if you would like to give the moderator permission to edit posts in this forum.
 - **Can delete posts** - Select yes if you would like to give the moderator permission to delete posts in this forum.
 - **Can view IPs** - Select yes to allow moderator to view the IP address of users.
 - **Can manage threads (move,copy,split,etc)** - Select yes to allow moderator to move and copy threads to another forum, as well as allowing moderators to split and merge threads.
 - **Can open and close threads** - Select yes to allow moderator to close and open threads. It's not possible for users to post new messages to a closed thread.
 - **Can edit thread information** - Select yes to allow moderator to edit thread information.
 - **Can moderate new posts** - Select yes to allow moderator to validate threads/posts (via the moderator's control panel) that have been added to the **moderation queue**.
 - **Can moderate new attachments** - Select yes to allow moderator to validate file attachments (via the moderator's control panel) that have been added to the **moderation queue**.
 - **Can modify styles** - Select yes to allow moderator to edit bulletin board styles (not yet implemented).
 - **Can ban users from board** - Select yes to allow moderator to ban a user from the whole bulletin board.
 - **Can can view whole user profile** - Select yes to allow moderator to view complete information about the user (email address, etc). Please note that while moderators can view user information, only admins can edit the user account.
 - **Can post announcements** - Select yes to allow moderator to post announcements on this forum.
 - **Can mass move threads** - Select yes to allow moderators to mass move threads via the moderator's control panel.
 - **Can mass prune threads** - Select yes to allow moderators to mass move threads via the moderator's control panel.
- **Add Sub-Forum** - Click this link to create a new forum that will use this forum as its parent.

From the modify forums screen it's also possible to **Edit** and **Remove** existing moderators - simply by clicking on the relevant link adjacent to the moderator's name (under the forum that the moderator is assigned to).

Note:

If you assign a moderator to a parent forum, the moderator will be able to moderate all sub forums under the parent.

An Introduction to Threads

[Back to Top](#)

The administrator can choose to **prune** (delete) and **move** (threads between forums) using the options under the **Threads** section in the admin control panel.

Pruning Threads

[Back to Top](#)

If you would like to remove threads older than a certain date, or all threads/posts created by a certain user, click on the **Prune** link. You will be presented with the following screen on the right hand pane of the control panel:

The first form on this page will allow you to delete all threads from a forum (or all forums) that are older than a specified number of days.

The second form on this page will allow you to remove all threads/posts from a forum (on all forums) made by a specified user.

After selecting the options and pressing the button, you'll be taken to a confirmation screen, where you can either choose to prune **all** applicable threads, or you can select the ones you would like to prune.

Moving Threads

[Back to Top](#)

If you would like to move threads from one forum to another that are older than a certain date, or have been posted by a certain user, click on the **Move** link under the **Threads** section of the control panel. Once you have clicked on the link, the following screen will appear:

The first form on the page will allow you to move all threads from one forum to another that are older than a specified number of days.

The second form on this page will allow you to move all threads that have been posted by a specified user from one forum to another.

After selecting the options and pressing the button, you'll be taken to a confirmation screen, where you can either choose to move **all** applicable threads, or you can select the ones you would like to move.

Note:

Moving and pruning threads are both fairly server intensive.

An introduction to User Management

[Back to Top](#)

This section of the admin control panel allows you to add, edit, find and email your bulletin board users.

Adding Users

[Back to Top](#)

If you would like to create a new user account in the vBulletin database, click on the **Add** link under the **Users** section of the admin control panel. The following form will then appear on the right hand side of the screen:

This form accepts the following parameters:

- **User Group** - The user group that this user is a member of.
- **User Name** - The user's username (or handle).
- **Password** - The user's password.
- **Email Address** - The email address of the user.
- **Style Set** - The style that the user has selected via the online user control panel.
- **Parent Email Address** - If this user is registered as a COPPA user, then the email address here receives an email every time the user updates their profile. This will be blank for all users except COPPA users.
- **COPPA User** - Is this a child under the age of 13? If it is, and you are set up to use the COPPA-compliant registration system, then this field should be set to yes.
- **Home Page** - The URL of the user's web site (including **http://**).
- **ICQ Number** - The ICQ number of the user. For more information, see: <http://www.icq.com/>. If they do not have an ICQ number, this field should be left empty.
- **AIM Handle** - The handle of the user for AOL's Instant Messenger. More information can be found here: <http://www.aol.com/aim/>
- **Yahoo Messenger Handle** - The handle of the user for Yahoo's instant messaging service.
- **Signature** - The user can use this field to add a uniform signature to the end of selected messages. You may be able to use HTML/VB code/smilies depending on settings in the control panel.
- **Receive mailings from administrators** - This option allows the user to opt out of administrator mailings.
- **Show email** - Also known as **privacy mode** to the user. When you select **no**, the email, icq, aim, yahoo fields will not be visible in the user profile.
- **Invisible on 'Online users' list** - If **yes** is selected for this option, the user will not be visible on the bulletin board home page **who's online** list. Note: The user **will** be visible to administrators, but the username will have an asterisk (*) next to it to denote that the user has opted to be invisible.
- **Receive PMs** - If **no**, the user will not receive any private messages.
- **Email on PM** - If **yes**, the user will receive an email whenever he/she receives a new private message.
- **PM Popup** - If **yes**, any new private messages will cause a message box to appear on the screen (regardless of what bulletin board page the user is viewing) that will give the user the chance to jump straight to the private messaging **inbox**.
- **Show Signatures** - If **no**, the user's signature will not appear on any of his/her posts.
- **Show Avatars** - If **[b]no**, all avatars will be invisible to this user.
- **Show Images** - If **no**, all images posted by other users will be invisible to this user.
- **Show vBcode** - If **no**, all vBcode posted by other users will be invisible to this user.
- **Use email notification by default** - If **yes**, the user will an email notification when another user replies to his/her post/thread.
- **Remember Username and password** - If **yes**, the software will remember the user's username and password so that he/she will not have to manually log in everytime he/she visits the bulletin board.
- **Browse boards with cookies** - If **yes**, the software will retain the user's session in a cookie, instead of passing the information between pages using the **s** variable on the URL.
- **User Title / Use Custom Title** - To give the user a customised "title", type the title in the **user title** field and select **yes** for the **user custom title** option.
- **Default view age** - The number of days worth of threads to show on the forum topic page. Recommended values: 1, 2, 5, 10, 20, 30, 45, 60, 75, 100, 365, 1000 (ie all). -1 gives default forum selection.
- **Last Visit / Last Activity / Last Post** - date stamps in the form **yyyy-mm-dd hh:mm:ss**.
- **Number of Posts** - The number of posts that this user has accumulated (this figure is incremented by one everytime the user posts in a forum that has the **Count posts made in this forum towards user post counts?** option selected to **yes**).
- **Time Zone Offset (hours)** - The user can specify this option to offset the server's time by a certain amount. This is used in addition to the offset that you can specify in the options area.
- **IP Address**

It's also possible for you to add an unlimited number of extra fields to the user account. In the example screen shot above, the administrator has added **Biography**, **Location**, **Interests**, **Occupation** and **Version of vBulletin** as extra fields. These **User Profile Fields** will be explained in more detail later on in the manual.

Finding Users

[Back to Top](#)

To search for a particular user / range of users, click on the **Find** link under the **Users** section in the admin control panel. The following screen will then appear:

From here, you have two options - the first option is to click on one of the six links at the top of the page to run a standard search:

- List all users
- List top posters
- List visitors in the last 24 hours
- List most recent registrations
- List users awaiting moderation and COPPA users awaiting moderation
- List all COPPA users

Alternatively, you can form to search for a user (or users) matching a certain pattern. The form will allow you to restrict the search based on the following fields:

- User Name contains ...
- User Group is ...
- Email contains ... Parent's email contains ...
- Is coppa user ... (yes or no)
- Homepage contains ...
- ICQ Number contains ...
- AIM Handle contains ...
- Yahoo Messenger Handle contains ...
- Signature contains ...
- User Title contains ...
- Join Date is after ... (yyyy-mm-dd)
- Join Date is before ... (yyyy-mm-dd)
- Last Visit is after ... (yyyy-mm-dd)
- Last Visit is before ... (yyyy-mm-dd)
- Last Post is after ... (yyyy-mm-dd)
- Last Post is before ... (yyyy-mm-dd)
- Birthday is after ... (yyyy-mm-dd)
- Birthday is birthday ... (yyyy-mm-dd)
- Number of Posts is greater than ...
- Number of Posts is less than ...
- IP Address contains ...

Of course, all these fields are optional - so you can search for a user with whatever information you know. For example, if you ran a search on the vBulletin.com forums for all users with email address **vbulletin.com** and user title **developer**, the search script will return the following results:

Let's take a look now at the functions of each of the links adjacent to the search result:

- **Edit** - Clicking this link will take you to a form where you can edit all the user fields (username, password, email address, etc).
- **Email Password** - Click this link to email the username and password to the user's email address.
- **Remove** - Click this link to remove the user from the database. Once you have removed a user, all messages posted by the user will now be credited to **Unregistered**.
- **Edit Access Masks** - Clicking this link will take you to a form where you can specify the user's forum permissions on a forum-by-forum basis:

If you would like to give the user access to a forum, click the **yes** option box next to the relevant forum. If you would like to deny access to a certain forum, click the **no** option box next to the relevant forum. If the **default** option is selected, the user permissions are inherited from the user group that the user is a member of.

Find Users by IP Address

[Back to Top](#)

The IP Addresses section of the admin control panel allows administrators to search for all users that have visited/posted to the bulletin board using a certain IP address (or vice versa). Click on the **IP Addresses** link (under the **Users** section), and you'll be presented with the following form:

This form accepts the following parameters:

- **IP Address** - Type in the IP address (or partial IP address) here... the script will then return all users that have posted/visited the bulletin board with this IP address. An IP address consists of four sets of three numbers, each set separated with a full stop. (eg. "123.456.789.876"). You can either search for users that exactly match a full IP address, or you can type in a partial IP address (e.g. "123.456") to find all users that access your forum from the same IP address range.
- **User Name** - If you would prefer to return all IP addresses assigned to a certain user, type in the username that you wish to search for in this field.
- **Depth To Search**

After pressing the [Find] button, you'll be taken to the search results page. From here, you'll be able to view which users have accessed the forum with the same IP address, and you'll even be click on the **Find more IP's by this user** link if you wish to narrow down the search to a particular username.

User Referrals

[Back to Top](#)

vBulletin includes a feature that will allow your community members to be rewarded for recruiting new users to your bulletin board. A user can gain a referral by attracting a new user to the vBulletin forum via a special referral link. A typical referral link looks a bit like this:

[http://www.yourwebsite.com/vbulletindirectory/m/forum/index.php?referrerid=\\$userid](http://www.yourwebsite.com/vbulletindirectory/m/forum/index.php?referrerid=$userid)

(Where \$userid is the unique ID number of the user)

Note:

Your users can find out their specific referral URL by visiting your vBulletin board FAQ page (by clicking on the button at the top of the page). Once a user has found out their unique URL, they can then pass the URL on to their friends and colleagues. If any of these visitors register for an account on your bulletin board via this special link, the user will earn one referral.

In addition, a **Referrer** field will be included on the initial user registration screen that will allow visitors to grant a referral **point** to an existing user even if they haven't visited the bulletin board via the specially coded URL.

Note:

Before the vBulletin software will begin to track referrals, please make sure that the "Referrer - Enable the referrer system?" setting is turned on in the vBulletin control panel "options" screen. The administrator of the vBulletin

software can use the "Referrals" control panel feature to find out which users have received referrals. In addition, the administrator can view a list of all the new usernames that the user has referred to the bulletin board. Once the administrator clicks on the "Referrals" link (under the "Users" section), the following form will appear on the right hand side of the screen:

This form will allow you to return a list of all users who have earned referral points during the time period you define using the two form fields - the results form will also detail the number of points earned by each user.

Emailing Users

[Back to Top](#)

vBulletin offers administrators the facility to send an email **newsletter** to all/certain users who are registered on the bulletin board. Click on the **Email Users** link (under the **Users** section), and the following form will appear:

This form accepts the following parameters:

- **Messages to send at once** - the number of email messages to send at any one time. Depending on the power of your server, you may wish to increase or decrease this number.
- **From** - email address to use as the **from** address on each email
- **Subject** - email subject.
- **Message** - email message body... i.e. the actual email message. You can include three variables in your message
- \$username, \$password and \$email (corresponding to the user's username, password and email address respectively).

The remainder of the form fields are used to define a set of users that will receive the email message. If you leave all the fields empty, all your registered users will receive the email message - alternatively, you can specify the following parameters to narrow down the list of recipients:

- User Name contains ...
- User Group is ...
- Email contains ... Parent's email contains ...
- Is coppa user ... (yes or no)
- Homepage contains ...
- ICQ Number contains ...
- AIM Handle contains ...
- Yahoo Messenger Handle contains ...
- Signature contains ...
- User Title contains ...
- Join Date is after ... (yyyy-mm-dd)
- Join Date is before ... (yyyy-mm-dd)
- Birthday is after ... (yyyy-mm-dd)
- Birthday is birthday ... (yyyy-mm-dd)
- Last Visit is after ... (yyyy-mm-dd)
- Last Visit is before ... (yyyy-mm-dd)
- Last Post is after ... (yyyy-mm-dd)
- Last Post is before ... (yyyy-mm-dd)
- Number of Posts is greater than ...
- Number of Posts is less than ...

All these fields are optional.

Generate Mailing List

[Back to Top](#)

This option is similar in concept to the **Email Users** feature, but instead of actually sending the emails, the **Generate mailing list** facility will simply output a list of email addresses. You can specify the text that will appear between each of the email addresses on the output.

An Introductions to User Titles

[Back to Top](#)

In order to reward frequent posting of messages, it's possible for forum administrators to set up a number of **User Titles** that will be assigned to users based on the total number of messages that they have posted. The user title appears next to every message posted by the user, like so:

In addition, the user title will be included as the **Status** on the user profile page (visible to all users of the bulletin board):

Adding User Titles

[Back to Top](#)

To add a new user title to vBulletin click on the **Add** link under the **User Titles** section of the control panel. You will then be presented with the following form:

This form contains two fields:

- **Title** - The new user title.
- **Minimum posts required** - the minimum number of posts that the user must have accumulated in order to earn this title.

Modifying / Removing User Titles

[Back to Top](#)

If you would like to modify/remove an existing user title, click on the **Modify** link under the **User Titles** control panel section. A screen will appear listing all the user titles running on the software:

In this case, three user titles have been set up - All members that have under 30 posts will have the **Junior Member** title. Users that have posted between 30 and 100 messages will be granted the **Member** title, and all users that have posted over 100 messages will earn the **Senior Member** title.

From this screen, you can choose to Remove or Edit a user title, by clicking on the relevant links. If you click on the **Edit** link, a form will appear that will allow you to change the actual user title, or the minimum number of posts.

User Profile Fields

[Back to Top](#)

As an administrator, you may wish to collect extra information from your users (in addition to all the standard fields). With the new **user profile fields** feature, you can provide extra fields for the user to fill in when he/she registers for the bulletin board.

For example, we have created five user profile fields in the vBulletin.com/forums/ bulletin board:

- Biography
- Location
- Interests
- Occupation
- Version of vBulletin

Now, when a new user registers for the forum, they have the chance to fill in these fields:

(The user profile fields are marked in this illustration with a red cross)

After registering, the user profile information will be visible to all users via the user profile page:

The user can edit his/her user profile information via the user control panel **Edit Profile** setting:

Adding User Profile Fields

[Back to Top](#)

To add a user profile field to your vBulletin board, click on the **Add** link under the **User profile fields** section in the admin control panel. The following form will then appear:

The form fields are as follows:

- **Title** - the title of the user profile field (e.g. Location)
- **Description** - description of the field (eg. Where do you live?).
- **Maximum Input** - this indicates the maximum number of characters/letters that the user can type into this field.
- **Field Length** - how many characters long shall the input field appear on the form? (default value = 25)
- **Display Order** - if you would like the profile fields to appear in a specific order, include a number in this field that corresponds to the order number of this profile field.
- **Field required** - tick the **yes** option if you would like to require the user to fill in this field.
- **Field hidden** - if you select **yes** for this option, only administrators and moderators will be able to view the contents of this field. The user will still be able to edit this information via the user control panel.

Modifying / Removing User Profile Fields

[Back to Top](#)

If you would like to add a new profile field, or remove an existing profile field, click on the **Modify** link under the **User profile fields** section in the admin control panel. The following screen will then appear:

Now, you can choose to either **Remove** or **Edit** any of the existing user profile fields by clicking on the relevant link. If you click on the **Edit** link, you'll be taken to a form where you can edit any of the profile field options (as discussed above): Title, Description, Maximum Input, Field Length, Display Order, Field required and Field hidden.

User Groups and Permissions

[Back to Top](#)

Do you want to set up a private forum that can only be viewed by your moderators? Would you like all users to have to register in order to view your bulletin board forums? Would you like to give two users access to a private forum?

It's possible to accomplish all of these tasks by harnessing the power of vBulletin's user groups and permissions system!

What is a User Group?

A user group is just what it sounds - a group of users. By default, the vBulletin software includes the following user groups:

- **(COPPA) Users Awaiting Moderation** - all users that have not been validated by an administrator or moderator will be included in this group (for bulletin boards that require user accounts to be validated by an administrator).
- **Administrator** - all vBulletin administrators are included in this group.
- **Moderators** - all vBulletin moderators are included in this group.
- **Registered** - this group is populated with all the standard users.
- **Super Moderator** - this group contains all the **super moderators**. A super moderator can moderate all forums on the bulletin board.
- **Unregistered / Not Logged In** - this group contains all visitors to the bulletin board who have not logged in, or haven't registered for a user account.
- **Users Awaiting Email Confirmation** - if you have configured your vBulletin forum to require email verification before the registration is completed, all users in this group have registered, but haven't yet activated their account.

In order to control user's access to your bulletin board, each group has a comprehensive set of options that influence exactly what a member of the group has permission to view/do on your bulletin board. For example, a user that belongs to the "Registered" user group has permission to view the board and post messages, but he/she can't access the control panel or post public events on the vBulletin calendar.

95% of all permissions-based configuration will be dealt with by editing the existing seven standard user groups. By editing a user group option, you can change the permissions for a particular set of users across the whole bulletin board. If you would like to alter a user groups options for a particular forum only, you can set up custom forum permissions. Let's take a look at three practical scenarios:

1. Jack would like to force all users to register for the bulletin board before they can view the forums.

In this case, Jack would need to turn off the **can view board** option for all user groups apart from **Registered**, **Moderators** and **Administrators**.

2. Jill would like to set up a private forum for administrators only.

Since these permissions changes affect just a single forum (not all forums), Jill can accomplish this configuration by turning off the **can view forum** and **can post new threads** options (for this forum only) for all user groups apart from the **Administrators**.

Now we've dealt with the theory behind setting up permissions on your vBulletin forums, let's take a look at the admin control panel options.

Modifying User Groups

[Back to Top](#)

For permission changes that affect all of the forums, you can edit the actual user group (instead of using custom forum settings). Click on the **Modify** link (under the **User Groups and Permissions** section of the control panel. The following screen will appear:

From here, you can choose to **Edit** the user group options or **List All Users** assigned to the group. If you've created a custom user group (i.e. a group that isn't one of the core seven listed above) you can delete the group from this screen.

If you click on the **Edit** link next to a user group, you'll be presented with the following form:

The options listed on this form affect all users that are assigned to the selected user groups. Let's take a look at each of the options in more detail:

- **User Status** - if you wish all users within this group to have a certain **user title**, fill in this field.
- **Can view board** - select **yes** for this option if you would like all users in this group to have access to the bulletin board. If you select **no**, the users will receive the standard vBulletin **log in** screen.
- **Can view members info** - select **yes** to allow the user to view other users' profiles.
- **Can view others' threads** - select **yes** to allow the user to view threads posted by all other users.
- **Can search** - select **yes** to allow the user to use the vBulletin search engine (to find relevant threads and posts).
- **Can use 'email to friend' feature** - select **yes** to allow the user to forward threads to friends via email.
- **Can modify profile** - select **yes** to allow the user to edit his/her's profile via the online **user control panel**.
- **Can post new threads** - select **yes** to allow the user to post new threads.
- **Can reply to own threads** - select **yes** to allow the user to reply to threads that he/she started.
- **Can reply to other's threads** - select **yes** to allow the user to reply to threads started by other users.
- **Can Rate threads if thread rating is enabled in the forum?** - each thread can be rated from 1-5 (where 5 is the best). This feature can be turned on/off on a forum-by-forum basis. If you would like to allow the users assigned to this user group to be able to rate threads on forums where the feature is enabled, select **yes**.
- **Can post attachments** - select **yes** to allow this user to post file attachments.
- **Can edit own posts** - select **yes** to allow the user to edit his/her own posts/messages.
- **Can delete own posts** - select **yes** to allow the user to delete his/her own posts/messages.
- **Can move own threads to other forums** - select **yes** to allow the user to move threads that he/she started into another forum.
- **Can open / close own threads** - select **yes** to allow the user to open/close threads that he/she started.
- **Can delete own threads by deleting the first post** - select **yes** to allow user to delete an entire thread that he/she started by deleting the first (original) post/message.
- **Can post polls** - select **yes** to allow the user to post polls.
- **Can vote on polls** - select **yes** to allow the user to vote on a poll (posted by any user).
- **Can use Private Messaging** - select **yes** to allow the user to send/receive private messages to/from other users.
- **Can Use Message Tracking?** - message tracking is a feature in the private messaging system that allows a user to request **read receipts**... i.e. a user can find out whether or not a user read his/her private message. To enable this feature for all users assigned to the user group, select **yes**.
- **Can Deny Private Message Read Receipt Request?** - to counteract the **message tracking** feature, select **yes** to allow users to prevent the software from sending back a **read receipt**.
- **Maximum Buddies to Send PMs at a time** - you can set a limit to the number of private messages that can be sent at once here.
- **Maximum PMs to Forward at a time** - you can set a limit to the number of private messages that can be forwarded at once here.
- **Can post Public events on Calendar** - select **yes** to allow the user to post an event on the calendar that can be viewed by all users.
- **Can edit other's Public events on Calendar** - select **yes** to allow the user to edit other users' public events.
- **Is Super Moderator** - select **yes** to allow the user to **moderate** all forums.
- **Can access control panel** - select **yes** to allow the user access to the vBulletin admin control panel.

Please remember that these options will affect the global permissions of all users assigned to this user group. If you wish to change the settings for a user group for a certain forum (i.e. to set up a private area for moderators and administrators), you can set up a custom setting for each forum affected.

Modifying Forum Permissions

[Back to Top](#)

As stated above, if you wish to set a user groups' options for the whole of the bulletin board, you can modify the user group directly. If you would prefer to configure certain option differently for certain forums, you can set up custom forum permissions.

Click on the **Modify Forums** link (below the **User Groups and Permissions**) section of the vBulletin control panel. The following screen will appear:

From this screen, it's possible to set up custom permissions for each user group on a forum-by-forum basis. In addition, you can see at a glance which forums have already had custom permissions enabled, as per the key at the top of the screen. In this case, we can see that the **Registered** user group has been configured with customised permissions for the **Announcements Discussions** forum.

To set up a new (or edit an existing) custom configuration, click on the **Edit** link adjacent to the relevant user group. Clicking on the **Registered** user group underneath the **Announcements Discussions** forum will cause the following form to appear:

From here, you can choose to use the default user group options for this forum permission (by clicking on the **Use usergroup default** option) or you can opt to **Use custom settings** for this forum. You can set the following options:

- **Can view forum** - select **yes** to allow the users in this group from viewing this forum.
- **Can search** - select **yes** to allow the users in this group to search this forum.
- **Can use 'email to friend' feature** - select **yes** to allow users in this group to forward threads started in this forum using the **send to friend** feature.
- **Can post new threads** - select **yes** to allow the users in this group to start new threads in this forum.
- **Can post polls** - select **yes** to allow the users in this group to post polls in this forum.
- **Can vote on polls** - select **yes** to allow the users in this group to vote on polls posted in this forum.
- **Can post attachments** - select **yes** to allow the users to post file attachments in this forum.
- **Can move own threads to other forums** - select **yes** to allow a user in this group to move threads that he/she started to another forum.
- **Can open / close own threads** - select **yes** to allow a user in this group to open/close threads that he/she started.
- **Can delete own threads** - select **yes** to allow a user in this group to delete an entire thread that he/she started by deleting the first (original) post/message.
- **Can reply to own threads** - select **yes** to allow a user in this group to reply to threads that he/she started.
- **Can reply to other's threads** - select **yes** to allow a user in this group to reply to threads started by other users.
- **Can view others' threads** - select **yes** to allow a user in this group to view threads posted by all other users.
- **Can edit own posts** - select **yes** to allow a user in this group to edit his/her own posts/messages.
- **Can delete own posts and threads** - select **yes** to allow a user in this group to delete his/her own posts/messages.

As a practical example, please take another look at the screenshot above. In this example, the administrator has turned off the **Can post new threads** permission for the **Registered** user group in the **Announcements Discussions** forum. This will prevent all standard users from posting new messages in this particular forum.

Note:

All sub-forums will automatically inherit custom permissions from their parent forum. Custom settings that have been inherited will be formatted in blue text on the modify forums screen.

Adding User Groups

[Back to Top](#)

Finally, let's take a look at how to add a new user group to vBulletin. If you wish to define a new group of users (i.e. several software developers), and grant them special permissions, you can use the control panel to create a new user group. Click on the **Add** link under the **User Groups and Permissions** section of the vBulletin control panel - the following screen will appear:

Avatars

[Back to Top](#)

vBulletin now gives users the chance to assign a small image (an avatar) to their user account - after a user selects/uploads an avatar, the image will be displayed next to every message the user posts in the bulletin board. For example:

The administrator can choose to implement the avatar feature in a number of ways: he/she can choose to disable avatars completely, allow users to select an avatar from a list, or upload their own image to use as an avatar. To configure the avatars feature, click on the **Change Options** link under the **Options** section of the control panel, and then click on **Avatars** to move down the page to the relevant section:

From here, you can set the following options:

- **Enable Avatars** - Use this option to enable/disable the overall use of avatars.
- **Minimum custom posts** - Minimum number of posts that a user requires before they can choose an avatar.
- **Allow uploads** - Allow user to upload their own avatar if they have enough posts?
- **Allow website uploads** - Allow user to upload their own custom avatar from another website if they have enough posts?
- **Maximum Dimensions** - The maximum height and width of the avatar in pixels.
- **Maximum File Size** - The maximum file size (in bytes) that an avatar can be.
- **Display Height** - This option sets the number of columns of avatars displayed to the user via the user control panel avatar selection page.
- **Display Width** - This option sets the number of rows of avatars displayed to the user via the user control panel avatar selection page.

Once you have selected the options as required, scroll to the end of the page and click on the [Save Changes] button.

Adding Avatars

[Back to Top](#)

vBulletin allows administrators to add a selection of avatars that users can choose from to vBulletin - once there are some avatars in the system, users will be able to select which avatar to use via their user control panel. There are many ways to add avatar(s) to vBulletin:

- **Upload** - Click on this link to upload an avatar from your local hard disk drive.
- **Add** - Click on this link to add an avatar (or many avatars) to vBulletin that have already been uploaded onto a web server (or internet site).

Let's take a look at these two options in a bit more detail.

Uploading Avatars

[Back to Top](#)

Note:

Using this feature required your web server and PHP to have permission to write files to disk. If they do not have the necessary permissions, it will fail.

If you would like to upload an avatar from your local computer to your server, click on the **Upload** link under the **Avatars** section of the vBulletin control panel. You'll be presented with the following screen:

You'll be prompted to fill in the following fields:

- **Avatar File** - to upload an image from your hard disk, type in the local path to the avatar (i.e. c:\avatar.gif). You can also select an avatar using the **Choose file** dialog box by clicking on the [Browse] button.
- **Name** - type in a name for the avatar.
- **Minimum posts to use this avatar** - type in the minimum number of posts that a user must have accumulated to use this avatar in this box (or leave empty to offer this avatar to all users).
- **Path to image** - The absolute path on your server where this avatar should be stored (please contact your host if you are unsure about what this setting should be).

Once you've filled in all the fields, click on the [Upload Now] button. Your browser will take the image from your hard disk, and pass it to the vBulletin software, which will then save the image on your servers hard disk.

Note:

Technical - All avatars that are uploaded to vBulletin by the administrator are stored directly on the web server hard disk drive. Custom avatars uploaded by users are stored in the MySQL database.

Adding an Avatar

[Back to Top](#)

By clicking on the **Add** link under the **Avatars** section of the control panel, you can import images that have already been uploaded onto a web server into vBulletin. After clicking the **Add** link, the following forms will appear:

If you would like to import a single image from either a local or remote web server into vBulletin, fill in and submit the first form. This form accepts the following three fields:

- **Name** - type in a name for the avatar.
- **Minimum posts to use this avatar** - type in the minimum number of posts that a user must have accumulated to use this avatar in this box (or leave empty to offer this avatar to all users).
- **Path To Image** - this can either be an URL of an image (e.g. http://www.vbulletin.com/images/v_logo.gif) or a path on your web server (e.g. "/www/sites/htdocs.old/images/logo.gif").

If you would prefer to add multiple avatars to your vBulletin installation at once, you can use the second form on this page (**Add multiple avatars**). This form accepts the following two fields:

- **Path to images** - the path to the directory where the avatar images are uploaded (relative to your vBulletin forums directory on the server).
- **Number of avatars to display per page?** - once you click on the button at the end of the form, vBulletin will allow you to select which avatars to import into the system. You can adjust the number of avatars that are previewed on each page with this option.

On the next page, you'll be able to select which images to import into vBulletin:

Tick the check box next to each image you wish to import into vBulletin. You can also type in a title for each of the images as well (although this is optional). After ticking all the images you wish to import, click the "Save" button at the end of the page. If there are more images in the directory that you haven't yet viewed or selected, they will now be shown. You can repeat the ticking and saving process until you have imported all the avatars that you wish to offer your users.

Modifying / Removing Avatars

[Back to Top](#)

If you would like to modify or remove any of your existing avatars, click on the **Modify** link under the **Avatars** section of the vBulletin admin control panel. When you click the link, the following screen will appear:

From this screen you can Edit or Remove any of your existing avatars. If you click on the **Edit** link, you'll be able to edit the following avatar properties:

- **Name** - type in a name for the avatar.
- **Minimum posts to use this avatar** - type in the minimum number of posts that a user must have accumulated to use this avatar in this box (or leave empty to offer this avatar to all users).
- **Path to images** - the path to the directory where the avatar images are uploaded (relative to your vBulletin forums directory on the server).

Styles & Templates

[Back to Top](#)

What is a style set?

A Style Set is a particular look or appearance for your forums. It consists of a Template Set and a Replacement Set. Replacement sets control the colors, fonts, etc for your style, whereas template sets control everything else! You could use Style Sets to provide users of your forum with a choice as to which layout they prefer. One popular use is to provide a normal layout and a 'lite' layout, which contains less graphics and smaller file sizes. Each Style Set can look completely different from all of your other sets.

A good example of Style Sets can be found at [vBulletin.org](#). You can choose there between the [default](#) dark blue style, or the [classic vBulletin](#) purple style.

Adding a Style Set

[Back to Top](#)

When you click **Add Style** in the control panel, you will see the following form:

This form allows you to enter a name for your new style set, as well as choose which template and replacement sets to use for the style. You can also choose whether to let users choose to use this style set or not. If you'd like to use the same colors and fonts for your new template set, then you can change the option for **Replacement Set to Default**. You could also set the **Template Set** option to **Default**, which would allow you to use the exact same layout and design for your new template set, just with a new color scheme. I chose not to do either of these, so created both a new template set and replacement set. This will allow me to create a totally different design in my new style set.

Once you have done that, you will see a screen similar to this:

The first thing you need to do with your template set is to set up the fonts and colors to your liking. So click the '[fonts/colors/etc]' link next to your new style set. You'll then see a long page that allows you to set the header, footer, table widths, fonts and colors, among other things, for your new style set. It's the exact same page to the one you used when you first set up your forum. Once you're happy with these settings, click the 'Save Changes' button at the bottom. You will then be taken back to the same page, which will this time have all of your custom values filled in. If you decided not to modify the colors (you wanted to use a different design with the same colors), then just leave the options exactly as they are.

The next step is to modify some templates for the new style. If you chose to just use new colors (not a different design) for your new style set, then you can skip this step. Click the '[edit templates]' link at the very top of the page to be taken to the template editor. You should see a screen which begins like this:

Your new template set will be expanded by default. This functions in exactly the same way as the main template editor, which you will probably already have used to customise your forum's layout. Any templates you change here will only take effect in your new style set, not the default style set which users are viewing at the moment.

Once you're happy with the changes, open a new browser window and visit your forums home page. Click on the **user cp** icon at the top, and go to Modify Options. Choose your new style set from the dropdown list on that page, and then click **Submit Modifications**. This will show you your forums, but in the new style set you have created. If you want to make any more changes, go back to the control panel and click either Styles > Modify > [fonts/colors/etc] to change the fonts or colors, or Templates > Modify to change the templates. Go back to your forums and hit **Refresh** to see how your latest changes look. When you're happy with the changes it's time to start telling users about the new style set!

You can also give users a direct link to see the new style set. The link will be in the form:

<http://www.example.com/forums/index.php?styleid=x>

You can get the styleid of your new style set by hovering your mouse cursor over the **[fonts/colors/etc]** button for your new style in the Modify Styles section of the control panel, and looking down in your browser's status bar to see the address it is pointing to. For example:

Hover your mouse cursor here:

And then look in the Status Bar of your browser:

Look for the *dstyleid* section of that link - the last number in the line. In this case it is 2, so you would replace x with 2 on the web address above. Also remember to replace the URL with your forum URL!

Icons

[Back to Top](#)

In order to spice up a message, a user can choose to assign a small graphical image (or Icon) to each post that he/she makes in the bulletin board. Icons assigned to the first posts in a thread are displayed next to the thread title in the forum threads list, like this:

Administrators can configure icons using a similar procedure to configuring [avatars](#) - such that you can add, upload, edit and remove them in the same way.

Smilies

[Back to Top](#)

Smilies, sometimes known as emoticons, are small images that can be used to convey emotion in messages. Short strings of characters, such as :), ;), :P, :rolleyes: are converted into a small face that represents the emotion or action.

Administrators can configure the smilies using a similar procedure to configuring avatars - such that you can add, upload, edit and remove them in the same way. However, as well as having a title, they also have a field called **text to replace**. In this field, you would place the text that a user would type in, such as :) for example. Please note that this text is case sensitive.

Custom BB Codes

[Back to Top](#)

BB code is the system by which users can add basic formatting to their posts, without risking your forum layout by allowing them to use HTML.

By default, vBulletin installs with a set of BB code tags, such as [b] and [u], which allow rudimentary text formatting and a few other functions, such as quoting other messages, and embedding code in a non-proportional font.

Should you find that you want to add additional BB codes, an interface is provided to allow you to do so. In the left-menu panel of the control panel, scroll down until you find the Custom BB codes section, and click the add link.

Single-Parameter BB Codes

[Back to Top](#)

After clicking the **Add** link, the following page will appear showing four text input boxes, and a radio button option. The following steps will take you through an example of how to create a bbcode tag which will allow users to create center-aligned content.

- The first box should contain the name of the tag you are about to add. We will enter center. The name here is case-insensitive, so center is the same as CENTER and cEnTeR.
- The second box should contain the actual HTML code that will be used when the text is processed for bbcode tags. We will enter `<div align="center">{param}</div>`. The {param} part is short for *parameter* and will be replaced by the text that the user enters between the [center] and [/center] bbcode tags.
- In the third box, you should enter an example of the bbcode in use. We will enter this: [/center]This text is centered![color=black][/center]
- The final box should contain a meaningful description of what your custom bbcode will actually do. In this case, we will enter The [center] tag allows you to create center-aligned text and images.
- Finally, the radio button at the bottom of the form allows you to instruct vBulletin that this is a double-parameter tag. This one is not, so set this to **no**. We will look at double-parameter tags a little later.

Press the save button, and the new [center] tag will be added to your existing list of bbcode tags.

Modifying BB Codes

[Back to Top](#)

After you have created some custom bbcodes, you can modify and test them.

In the left-panel, click the **modify** link under the **Custom bb codes** section. This will bring up a page that lists all the current bbcodes that you can modify, along with their example usage.

To modify any existing bbcode, simply click the **[edit]** link next to the tag, and you will be taken to a form much like the one where you add new tags, where you can edit the options and parameters for that bbcode.

You may remove any bbcode that you do not want by clicking the **[remove]** link next to the tag.

Testing BB Codes

[Back to Top](#)

A form is provided on the **modify bbcodes** page, which allows you to enter bbcode, and then see how it will look when displayed on forum pages.

Simply enter a string of valid bbcode, and click the **[test this text]** button to see how it will appear in the forum.

Importing data into vBulletin 2

[Back to Top](#)

vBulletin 2.0 has several import systems available in the [members area](#), which allow you to import members, forums, posts etc. from other bulletin boards. These scripts are not provided with vBulletin by default, but you can find a complete listing in the members area.

To begin an import, click the link in the left-panel labelled **BB Import Systems** (situated under the **Import & Maintenance** section):

Once you have clicked the link, the following form will appear:

This form will list all the forum importation scripts that are installed in your vBulletin installation. Select the script you would like to use, and click on the **[begin import]** button.

Note:

If you do not have any import scripts installed, this screen will include a link to the vBulletin members area.

The Import Process

[Back to Top](#)

The instructions for the different import systems vary, but they all follow a common formula.

Firstly, you will be asked to enter some details about the bulletin board you are about to import. These will usually be file-paths to necessary files, or the name of a database. This screenshot shows the initial page for the UBB6 import script.

As you can see, the appropriate filepaths have been filled in. Once all the information is provided, click the **[start import]** button.

At some point during the import, you may reach a step where you can associate imported users with existing users. This is especially useful if you are importing another board into an existing, active vBulletin.

The associate step allows you to make an association between a user from your vBulletin board, and the corresponding user from the board to be imported, so that duplicate users are not created.

For example, if I was importing a UBB board where I was also a member, I would associate the UBB member **Kier** with the vBulletin member **Kier** by entering Kier's vBulletin user id next to the name of **Kier** in the list of UBB members. A complete list of your vBulletin members, together with their user ids can be found by clicking the appropriate link on the association page.

- Click this link to show the complete list of your existing vBulletin members, together with their userid.
- The list of members for the imported bulletin board probably spans several pages - use this control to jump to different pages of the list.
- When all associations are done, click this link to proceed.
- The imported member **Kier** is the same person as the vBulletin member **Kier**, so the userid of the vBulletin member, Kier is inserted here. (When you have finished a page, click the **associate users** button at the bottom of the page).

The final step of the import process will be to clean up the database and update the counters.

For more information about updating counters, see the 'Maintenance' section of this manual.

Updating Counters

[Back to Top](#)

You will not need to use this particular vBulletin admin control panel area much during normal operations. Exceptions to this are after completing an import or after completing a mass move or prune of threads. Click on the **Update counters...** link (under the **Import & Maintenance** section) in the control panel. The following forms will appear:

From this screen, you can complete the following tasks:

- **Update users** - Running this will update the user title and last post time for each user. You can choose the number of users to update on each cycle before starting. This process is not too intensive, so you can probably afford to have a fairly large value here.
- **Update Forums Info** - This function updates the post count, thread count, last post time and last post username fields for every forum. It is useful after you have rearranged forums and their parents, or if you have moved lots of threads.
- **Update threads info** - Running this will update the number of replies per thread, the original poster information, the last poster information and the attachment totals for each thread. This process is fairly server intensive, and you should not need to do it except after importing data from another board.
- **Build Search Index** - This process rebuilds specified parts of the search index of the threads. If you make a change to the search indexing options, you will want to empty the search index, and then rebuild it from scratch. Please note that this is a very slow and server intensive process, and it should not be undertaken lightly.
- **Remove dupe threads** - This option was created to tidy up after doing an import from another board. Often there will be duplicate threads created due to data corruption problems on the board which you have imported from. This process will go through and remove any duplicate threads that exist. It is quite server intensive, but just needs to be run once after importing.

Stats

[Back to Top](#)

vBulletin allows you to retrieve statistical information about your online community from within the control panel - including the number of new user registrations, posts or threads per day, week or month. The information can be displayed to you within the vBulletin control panel, or you can download it into Microsoft Word.

When you select the **View** link in the control panel (available under the **Stats** section), you will be presented with the following screen:

This form will allow you to specify the following parameters:

- **Type of stats** - Use this option to choose whether to look at the data for new posts, new threads or new user registrations
- **Date From and Date To** - you can opt to show all information between a certain range of dates with these options.
- **Time frame** - you can choose to group the data by day, week or month. This allows you to look for trends over the short, medium or long terms.
- **Sorting** - choose whether to display oldest dates first, or most recent dates first.
- **Format** - choose whether you want the results of the report to appear in the control panel (as HTML), or whether you would prefer to download a separate file in Microsoft Word Format (as RTF).

When you click the submit button, the report will be generated. Please note that this is a fairly intensive process, and so the report may take several seconds to be generated. If you chose to view your stats in a MS Word style report, you will be prompted to save the file to your hard disk, and you will then be able to open it from there into Microsoft Word. The document will look a little like this:

If you chose to view your stats in a HTML format, the following screen will appear:

The bars that are colored red are those which indicate a number of posts/users/threads that is below the date range average. Blue bars indicate an above average number of posts/users/threads.

Appendix 7: vBulletin Project Tools

[Back to Top](#)

Overview

The **vBulletin Project Tools** system is an add-on to vBulletin that integrates project management into an existing vBulletin forum installation. The interface and administration are fully integrated with the forum.

Warning:

The Project Tools require vBulletin 3.6.6 or newer. You will not be able to install them unless you are running this version!

Terminology

[Back to Top](#)

It is important that you understand some of the basic terms used by Project Tools.

- **Project** – this is the general organizational unit in Project Tools. Each project should represent a collection of items that need to be completed to allow something to come to fruition. A project can cover anything you wish, from developing a piece of software to building a car.
- **Issue** – the basic unit of a project. An issue is a specific item that needs to be completed. A project would contain many issues. An issue can cover anything you want, though you may want to define your own issue types to make the issue "fit".
- **Tag** – a tag is a form of meta-data to enable structured searching on data that can't easily be represented otherwise. You may define any tags you wish. Common uses include creating tags for the topics the issue covers. Alternatively, tags could represent actions that need to be taken for issues to be completed, such as reviews being made.
- **Issue Type** – an issue type is a way of grouping issues within a project. All issues must be assigned to an issue type. An issue type allows use of specific phrases ("Post New Bug") and specific statuses ("Fixed") for issues of that type. Additionally, permissions are definable per issue type.
- **Issue Status** – an issue status simply describes the progress of the issue. These are specified per issue type.
- **Petition** – petitions allow users to request that an issue's status be changed. This is useful to draw attention to an issue with a resolution that may not be correct. A developer may assume a bug is fixed, but it may not fix the issue for a user. This user could submit a petition to change the status back to "Confirmed".

These terms are discussed in more detail in the appropriate sections.

Control Panel Overview

[Back to Top](#)

The Project Tools administration is divided into seven sections:

- [Project Manager](#)
- [Project Permissions](#)
- [Issue Type Manager](#)
- [Tag Manager](#)
- [Update Counters](#)
- [Edit Issue](#)
- [Attachment Storage](#)
- [Type](#)

More details are provided in each section.

A group of Project Tools options are added in vBulletin Options > vBulletin Options > Project Tools Options as well.

Installation / Upgrading

[Back to Top](#)

The Project Tools are quite simple to install or upgrade. The process is the same for each.

1 Download the latest version of the Project Tools from the [Members' Area](#). Be sure that you are running vBulletin 3.6.6 or newer!

2 Unzip the file to your hard drive locally.

Warning:

Be sure to maintain the directory structure when you unzip the file!

3 Upload the contents of the upload/ directory within the zip on top of your existing vBulletin directory. This is the directory with forumdisplay.php and many other files in it.

Note:

If you are upgrading, overwrite any files if prompted.

4 Log into your vBulletin forum's control panel. Go to Plugins & Products > Manage Products > Add/Import Product

5

In the Import the XML file from your server field, enter: ./includes/xml/product-vbprojecttools.xml

Change Allow Overwrite to yes.

6 Click Import.

If all went well, you should see a message saying your install or upgrade was successful! That's it!

Note:

There are more detailed instructions on how to unzip and upload files in the [Installing vBulletin](#) section. These may be helpful.

Note that there is no config.php configuration file in the Project Tools. You do not need to perform this step.

Project Manager

[Back to Top](#)

The project manager allows you to create new projects and manage the settings of existing ones. You can also manage the categories and versions for the projects.

When you first enter this section, you will see the following:

This is a basic overview page. It shows you the list of projects in ascending display order. From here, you may edit or delete a project or manage its categories and versions. You may also add a new project.

A link to the global Project Tools' options is provided for convenience, though this is available via the vBulletin Options section.

Add/Edit Project

[Back to Top](#)

When adding or editing a project, you are presented with numerous options. These options are detailed below.

- **Title** – the title of the project. This is how the project will be identified throughout the Project Tools. You may use HTML if you wish, though it will often be shown with HTML stripped. This is the only field you must fill out.
- **Summary** – this is a one line description of the project. It is shown on the project list page and on the forum list if the project is shown (see below). HTML is allowed.
- **Description** – this is a long description of the project. It will only be shown when viewing this project's overview page. A fairly large space is dedicated to this, so you can write a fair amount. However, anyone that can see this project will be able to see the description. HTML is allowed.
- **Display Order** – this controls the order in which projects are displayed. Lower numbers are displayed first. A display order of 0 will hide the project from the list, though it will still appear in the forum list (if desired) and be directly accessible if the URL is known.
- **Required Fields** – the fields shown here are usually optional, but you may choose to make one or more of them required. This will prevent users from submitting issues with Unknown selected for these fields. A title and issue description must always be submitted

- **Display After Forums** – this setting allows you to show project information in the main forum list. See below for more information on this setting
- **Title in Forum List** – if you choose to use the Display After Forums option, this option allows you to override the project title and show something else in the forum list. This is helpful as the project title may not be descriptive enough without the context of other projects around it. If you leave this blank, the default title will be used, but preceded by the word Project.
- **Base Permissions off of Existing Project** – this option allows you to copy the custom permissions from an existing project to this one. It is only presented if you are creating a new project. If you do not choose to use this option, you will need to create the permissions manually later.

- **Available Issue Types** – you may choose which issue types are applicable to this project. A drop down for each issue type is shown, listing all issue statuses for that type. To use an issue type with this project, simply select one of those statuses. This status will be used as the default issue status; issues created by users that don't have permission to change the status will always start in this status.

If you choose not to use a type, it will not be shown with a project and its permissions will not apply.

Project Categories

[Back to Top](#)

You may also specify as many categories as you wish for a project. These apply to all issues in the project, regardless of issue type. Categories simply create an additional organizational unit. They are especially useful if you have people with specific areas of expertise. If you do not create any categories for a project, users will not have the option of specifying a category, although Unknown will still be shown when viewing an issue.

When you click the category link, you will be shown a list of categories for the project:

When adding or editing a category you will see the following options:

- **Title** – the title of the category. Use of HTML in the title is not recommended.
- **Display Order** – sorting order. There is no way to completely hide a category without removing it.

Project Versions

[Back to Top](#)

A project may have any number of versions (or revisions) associated with it. This is useful for projects that have multiple iterations like software.

Issues may have two versions associated with them: applicable and addressed versions. The exact terminology will vary between issue types. An applicable version will be used to list the version the issue was found in or applies to. Any user that can create an issue can set this value. The addressed version refers to when the issue was fixed or completed. Only users that have permission to change the status of an issue may change the addressed version.

In addition to Unknown, the addressed version may also be set to the special value, Next Release. This allows you to tag what version issues are addressed in before that version is explicitly created. When you create this version, you may automatically update all issues that are addressed in the "Next Release" to the version you are creating.

Note: Version display orders work in the opposite order from the display order options in other areas of vBulletin and the Project Tools! Higher numbers will be displayed first. This allows newer versions to be displayed earlier in the list without renumbering older versions to accommodate this.

Versions vs Version Groups

Versions should represent individual releases. Version groups allow you to collect a number of versions together. There are certain scenarios where all versions in a group can be searched for, without selecting individual releases. Using vBulletin as an example, "3.6.x" would be a version group, and "3.6.0" through "3.6.7" would be included as individual versions.

A version may only be created once a version group is created.

Version List

This list shows you the created version groups and individual versions. You may add a new group and version from here. To create a new version, click the "Add Version" link under a specific group.

Note:

Higher display orders are shown first here.

Add/Edit Version

- **Title** - title for the version. HTML is not recommended.
- **Display Order** - sort order for the version. Higher numbers will be shown first!
- **Denote as next version?** - this will only be shown when adding a version. If you select this, any issues which are denoted as addressed in the Next Release will be updated to be addressed in this version.

Project Permissions

[Back to Top](#)

The Project Tools include an extensive permission system that ties into vBulletin's existing usergroup system.

Permissions are definable for all usergroups on a per project and per issue type basis.

The following standard usergroup permission concepts apply to the Project Tools:

Inheritance

Project Tools permissions are definable at a global and per-project level. If you do not define any permissions for a specific project, the global permissions will apply.

Multiple Group Membership

Like in the usergroup system, if a user belongs to multiple groups, the most permissive value for a specific permission will be used. That is, a *yes* will always override a *no*. This is a useful way to apply specific project permissions to certain users in a group.

Permissions Viewer

[Back to Top](#)

When viewing the project permission page, you will see a table like this:

Each usergroup in your forum is listed, along with each issue type you have defined. The group's name will be struck-through if access to the project tools is disabled. Any permissions you specify for the group will not apply. A check mark will be shown below each issue type the group has the "Can View" permission for. The Edit link will be highlighted if you have specified a custom set of permissions for the group.

By default, the global permissions will be shown. To view the actual permissions for a specific project, select the project from the table at the bottom of the page:

Permission Editing

[Back to Top](#)

When you go to edit permissions for a group, you will be presented with a number of options. If you are editing the global permissions for a group, you will be presented with a few additional options at the top of the page:

- **Can View Project Tools** - this is a global switch. If you set this to no, this group will not be able to view the project tools regardless of permission settings.
- **Can Create Report** - this is a master switch to control whether users in this group can create reports (saved searches). If you set this to no, they will not be able to create any reports. If you set this to yes, they will be able to create private reports, reports which are only viewable by the creator. Public report permissions are controlled by the next setting.
- **Can Create Public Report** - provided that the Can Create Report setting is set to yes, this option controls whether users in this group can create reports that are viewable by any users that can search. Public reports may also be used for RSS feeds if permissions allow for it.
- **Can Delete Own Public Reports** - if a user can create a public report, can he or she also delete it? This only applies to their own reports.
- **Can Delete Others' Public Reports** - this setting controls whether users in this group can delete others' public reports. Private reports are only deletable by the creator.
- **Can Create Custom Tags** - if you set this to yes, users in this group will be able to define their own tags when editing an issue (provided they can modify the tags at all). You may wish to disable this for all groups and simply manage the tags via the admin control panel.

Below these options, you will see all the permissions that can be set. To quickly manage a group of permissions for a type, use the check box next to the type's name. This will select all or none of the permissions in a group. To quickly set a permission for all issue types, double-click on the permission name.

- **Can View Issues** - the global viewing switch. If this is set to no, access to that type will be denied completely. Unlike vBulletin, if you set this no globally, it *may* be overridden by a project-specific permission!
- **Can View Others' Issues** - determines whether issues posted by others can be viewed. If this is set to no but Can View Issues is set to yes, users in this group will only be able to view issues posted by them.
- **Can View Own Private Issues/Notes** - controls whether they can see issues or notes posted by them that are private. Note that if an administrator makes this user's note private, he or she will still be able to see the note and perhaps edit it.
- **Can Search** - controls whether users in this group can search for issues of the specified type. Only issues or notes that they see will be searched.
- **Can Vote on Issues** - determines whether users can vote on issues. Registered users may only vote on an issue once. If you allow unregistered users to vote, each IP address can only vote once.

- **Can be Assigned** - controls whether users in this group will be assigned to an issue. Assignment allows for easy searching and causes some different permissions to be applied (see below).
- **Can Manage Issues/Notes** - if this is set to yes, users will be able to see soft-deleted issues and notes and view IP addresses attached to notes.
- **Can View Others' Private Issues/Notes** - controls whether users in this group can view private issues and notes that have been posted by other users.

- **Can Edit Assignments** - master switch to control whether users can modify the users that are assigned to an issue.
- **Can Edit Others' Assignments** - controls whether users in this group can edit the assignments of other users. If this is set to no but Can Edit Assignments is set to yes, then users in this group will only be able to edit their own assignment.
- **Can Edit Issue Statuses when Assigned** - controls whether users in this group can edit the status of an issue when assigned. This will also allow them to change the "addressed version".
- **Can Edit Issue Statuses when Unassigned** - controls whether users in this group can edit the status of an issue when unassigned. This will also allow them to change the "addressed version".
- **Can Edit Issue Tags when Assigned** - determines if users can modify the tags of an issue when they are assigned to it.
- **Can Edit Issue Tags when Unassigned** - determines if users can modify the tags of an issue when they are not assigned to it.

- **Can Post New Issues** - controls whether users in this group can post new issues at all. The exact fields that are editable are controlled by other permissions implicitly. Users will always have access to priority, category, and applicable version.
- **Can Reply to Issues** - the master reply control. If this is set to no, users will not be able to reply to issues.
- **Can Reply to Others' Issues** - determines whether users can reply to issues posted by other users. If you set this to no but Can Reply to Issues to yes, users will only be able to respond to their own issues.
- **Can Petition for Status Changes** - controls whether users can submit status change petitions when replying. Users must have reply permissions before this can apply.
- **Can Make Issues/Notes Private During Creation** - determines whether users can make an issue or note private when it is being created. This is useful to allow unprivileged users to post data they think is sensitive.

- **Can Edit Issue Information** - controls whether users can edit the basic information of an issue (other than the text) after it has been posted. This includes things like priority, category, and applicable version. The text of an issue is controlled by the Can Edit Notes permission.
- **Can Edit Others' Issue Information** - controls whether users can edit issues posted by other users. If this is no but Can Edit Issue Information is yes, users will only be able to edit their own issues.
- **Can Edit Notes** - if this is enabled, users will be able to edit notes after they have been posted. This also includes the initial text of an issue.
- **Can Edit Others' Notes** - controls whether users can edit notes posted by other users. If this is no but Can Edit Notes is yes, users will only be able to edit their own notes.
- **Can Edit Private Setting After Creation** - determines whether users can change the private setting on an issue or note after it has been created. Care must be taken with this permission, as it will allow a user to take a note that has been marked private by another user and make it public again. The appropriate edit permission (issue or note) must be set before this option is applicable.

- **Can Delete Issues** - determines whether users in this group can delete issues. This does not differentiate between soft- and hard-deleting.
- **Can Delete Others' Issues** - determines whether users in this group can delete issues posted by other users. This does not differentiate between soft- and hard-deleting. If this is set to no but Can Delete Issues is set to yes, users will only be able to delete issues posted by them.
- **Can Delete Notes** - determines whether users in this group can delete notes. This does not differentiate between soft- and hard-deleting.
- **Can Delete Others' Notes** - determines whether users in this group can delete notes posted by other users. This does not differentiate between soft- and hard-deleting. If this is set to no but Can Delete Notes is set to yes, users will only be able to delete notes posted by them.

- **Can View Attachments** - determines whether users in this group can download attachments.
- **Can Upload Attachments** - determines whether users in this group can upload attachments. The exact file types and maximum file size is controlled in the vBulletin Options section.
- **Can Edit Attachments** - controls whether users can edit attachments after they have been uploaded. This includes the ability to delete them and mark them as obsolete.
- **Can Edit Others' Attachments** - controls whether users can edit attachments uploaded by other users after they have been uploaded. This includes the ability to delete them and mark them as obsolete. If you set this to no and Can Edit Attachments to yes, users will only be able to edit attachment they have uploaded.

Issue Type Manager

[Back to Top](#)

The issue type manager allows you to create and edit issue types along with the associated issue statuses. Issue types allow you to change numerous wordings associated with issues (such as how the "Post New" link appears or what to call the "Addressed Version"). Additionally, each issue type may have its own set of permissions for each usergroup and project. This makes them a very flexible organization system.

When you enter the manager, you will see a page like this:

You can edit the display order of each status here. To edit the display order of the types, you must edit each manually using the appropriate edit link.

Statuses can only be created after the appropriate type is created. Statuses can not be moved between types.

Add/Edit Issue Type

[Back to Top](#)

When adding or editing an issue type, you will be presented with a range of settings.

Note that if you are creating a new issue type, it will not be associated with any projects until you create one or more status and manually select the starting status for each project!

- **Issue Type Key** - this is simply a unique identifier for the type that is used internally. It will not be exposed anywhere directly. It may only include letters, numbers, and underscores.
- **Display Order** - sort order for the issue types. Lower numbers will be displayed first.
- **Filename for Icon** - you may enter the path to an image to use as an icon for this type. This path should be relative to your status icon directory, which defaults to images/statusicon. Three issue type icons are included with the Project Tools: pt_type_bug.png, pt_type_feature.png, and pt_type_task.png.
- **Base Permissions off of Existing Type** - you can choose to copy the permissions from an existing issue type to ease setup. This option will only be available when creating an issue type. If you do not select a type, no users will be able to access this type until you manually setup its permissions.

You can also select the wording for a number of different areas, based on the issue type. Examples are provided for the "Bug" issue type.

- **Singular Form** - issue type name in singular form.
Example: Bug.
- **Plural Form** - issue type name in plural form.
Example: Bugs.
- **Vote Question** - question to ask users who are voting on an issue of this type.
Example: Can you reproduce this bug?
- **Positive Vote Count** - description for people who voted "yes".
Example: Users able to reproduce bug.
- **Negative Vote Count** - description for people who voted "no".
Example: Users unable to reproduce bug.
- **Applicable Version** - description for the version that this issue applies to. You can really make this mean anything you want, but be aware that issue submitters will always be able to choose a value.
Example: Affected Version.
- **Addressed Version** - description of the version this issue is addressed in. Again, you can make this anything you want, but only users with permission to change the status of an issue will be able to set this.
Example: Fixed Version.
- **Post New Issue** - text for the issue type-specific version of the "Post New Issue" link.
Example: Post New Bug.

Add/Edit Issue Status

[Back to Top](#)

Once you have created an issue type, you need to fill it with statuses. To do this, click the "Add Status" link next to the type you want the status to be part of. You will be presented with a form like this:

- **Title** - the title of the status you want to add. HTML is not recommended.
- **Issue Type** - this simply tells you the issue type the status is going to be in. Statuses cannot be moved to different types.
- **Display Order** - sorting order for this status. Lower numbers are displayed first.
- **Can Create Petitions from this Status?** - determines whether users can create a petition for an issue when it is in this status. Common cases where you'd want to prevent users from creating petitions is when the issue hasn't been looked at yet (such as in the starting state) or when the decision is final.

Tag Manager

[Back to Top](#)

Tags are a form of meta-data that enables structured searching on data that can't easily be represented otherwise. You may define any tags you wish. Common tag uses include:

- Topic or keyword
- Actions required (for example, "requires review")

Upon entering the tag manager, you will see a list of tags:

To delete one or more tags, simply tick the appropriate checkboxes and click delete.

To add a tag, use the form at the bottom of the page:

Tags may contain any text you wish, though they should be less than 50 characters long. Depending on permission settings, tags may be created via the front-end dynamically.

Update Counters

[Back to Top](#)

The update counters section lets you ensure that counters such as number of replies in an issue or the number of issues in a project are correct. This is a maintenance section. You do not need to run either of the options here unless you suspect that the counters are incorrect. They should remain correct during day-to-day use.

There are two counters that can be rebuilt:

- **Rebuild Issue Counters** - this will rebuild the reply, attachment, and petition counters in an issue. In addition, last post times and users will be checked.

- **Rebuild Project Counters** - this will rebuild the total issue counters and last activity times for each issue type in a project. If you think you need to run this, it's generally recommended that you run Rebuild Issue Counters first to ensure that the issue data is correct.

Edit Issue

[Back to Top](#)

The project and issue type settings for an issue are not editable via the front-end of the Project Tools at this time, due to complex permission interactions. This system allows you to arbitrarily change those values without regard for permission concerns.

This is a several step process.

1

Here you need to enter the ID for the issue you wish to edit. To find the ID, view the issue in question and look at the URL. You should see something like this:

project.php?issueid=12345

The 12345 is the issue's ID.

2

Once you have entered the issue ID, you can confirm that you have selected the correct issue on this page. If that is correct, you should select the new project and/or issue type.

3

You may also have to select a new category, version, or status as the existing settings may not apply to the new project or type. This is the last step, so once you continue the changes will be saved.

Attachment Storage Type

[Back to Top](#)

You may choose to store your Project Tools' attachments in the database or file system, independent of what you have chosen to do with vBulletin's attachments. By default, they are stored in the database.

The process for moving the Project Tools' attachments from the database to the file system (or vice versa) is identical to vBulletin's. See [this manual entry](#) for more details.

Warning:

If you are intending on putting the Project Tools' attachments in the file system, they must go into a different directory than vBulletin's attachments!

Appendix 8: vBulletin Blog

Overview

The **vBulletin Blog** system is an add-on to vBulletin that provides the ability to host blogs on an existing vBulletin forum installation. The interface and administration are fully integrated with the forum.

Warning:

Blog 1.0.x requires vBulletin 3.6.8 or newer.

Blog 2.0.x requires vBulletin 3.7.4 or newer.

You will not be able to install the blog unless you are running the appropriate vBulletin version!

Terminology

It may be important that you understand some of the basic terms used by Blog, these are clarified below.

[Back to Top](#)

- **Blog** – this is a personal page that a user can post entries too, you can find a definition on wikipedia [here](#).
- **Entry** – an entry is a post made to the blog of a user.
- **Categories** – a category is used to allow the organisation of blog entries.
- **Draft** – while creating an entry a user has the option to save it as a draft and post it at a later date.
- **Trackback / Pingback** – trackback and pingback are methods for letting a web author know that you've linked to their document, it is common for blog entries to be interlinked across different sites.
- **Akismet** – a system to scan any web content to identify if it is spam, you can read more at the [Akismet site](#).

These terms are discussed in more detail in the appropriate sections.

Control Panel Overview

[Back to Top](#)

The Blog administration is divided into 4 sections:

- [Blog Moderators](#)
- [Permissions](#)
- [Update Counters](#)
- [Attachment Storage](#)
- [Type](#)

More details are provided in each section.

A group of Blog permissions is also added for each usergroup in Usergroups > Usergroup Manager.

Installation / Upgrading

[Back to Top](#)

The Blog is quite simple to install or upgrade. The process is the same for each.

1 Download the latest version of the Blog from the [Members' Area](#). Be sure that you are running vBulletin 3.6.8 or newer!

2 Unzip the file to your hard drive locally.

Warning:

Be sure to maintain the directory structure when you unzip the file!

3 Upload the contents of the upload/ directory within the zip on top of your existing vBulletin directory. This is the directory with forumdisplay.php and many other files in it.

Note:

If you are upgrading, overwrite any files if prompted.

4 Log into your vBulletin forum's control panel. Go to Plugins & Products > Manage Products > Add/Import Product

5

In the Import the XML file from your server field, enter: ./includes/xml/product-vbblog.xml

Change Allow Overwrite to yes.

6 Click Import.

If all went well, you should see a message saying your install or upgrade was successful! That's it!

Note:

There are more detailed instructions on how to unzip and upload files in the [Installing vBulletin](#) section. These may be helpful.

Note that there is no config.php configuration file in the Blog. You do not need to perform this step.

Blog Moderators

[Back to Top](#)

To add a new moderator, go to vBulletin Blog > Blog Moderators > *Add New Moderator* at the bottom table, if you wish to edit on the same page just click *edit* next to the username of the moderator.

- **Moderator Username** – the name of the user that will become the moderator.
- **Can Edit Blog Entries** – allow blog entries to be edited.
- **Can Delete Blog Entries** – allow blog entries to be soft deleted.
- **Can Remove Blog Entries** – allow blog entries to be physically removed from the database.
- **Can Moderate Blog Entries** – allow blog entries to be approved as well as moderated.
- **Can Edit Blog Comments** – allow blog comments to be edited.
- **Can Delete Blog Comments** – allow blog comments to be soft deleted.
- **Can Remove Blog Comments** – allow blog comments to be physically removed from the database.
- **Can Moderate Blog Comments** – allow blog comments to be approved as well as moderated.
- **Can View IP Addresses** – allow IP addresses of blog entries and comments to be viewed.

Permissions

[Back to Top](#)

Permissions for the Blog can be found in the standard usergroup permission page, the default install attempts to create a set of permissions that are based on the permission to create new threads / posts.

When adding / editing a usergroup at Usergroups > Usergroup Manager > *Edit Usergroup* in the right column you will find the following permissions:

- **Can Manage Comments within Own Blog** - provides the ability for users to manage their own blog comments, allowing them to both delete, edit and moderate them as they see fit.
- **Can Send Pingback/Trackback** - allows blog entries to ping other documents.
- **Can Receive Pingback/Trackback** - allows entries to receive external pingbacks / trackbacks.
- **Can Search Blogs** - allow blog entries and comments to be searched.
- **Can View Own Blog** - allow the viewing of a user's own blog.
- **Can View Other's Blog** - allow the viewing of other user's blog.

- **Can Post New Blog Entries** - allow users to post new blog entries, the can view own blog permission is required as well.
- **Can Edit Own Blog Entries** - allow users to edit their own blog entries.
- **Can Delete Own Blog Entries** - allow entries to be soft deleted.
- **Can Remove Own Blog Entries** - allow entries to be permanently removed from the database.
- **Can Upload Attachments** - allow uploading of attachments to entries.
- **Can View Attachments** - allow the viewing of attachments.
- **Follow Blog Moderation Setting** - if set to yes all blog entries will follow the global settings, if set to No then all entries will be moderated.
- **Allow Smilies** - allow entries to contain smilies.
- **Allow BB Code** - allow entries to contain bbcode.
- **Allow [IMG] Code** - allow entries to contain the IMG bbcode.
- **Allow HTML** - allow entries to contain HTML, though this isn't recommended.

- **Can Post Comments to Own Blog** - allow users to make comments to their own blog entries.
- **Can Post Comments to Others' Blog** - allow users to make comments to blogs that are not their own.
- **Can Edit Own Comments** - allow users to edit their own comments after they have been posted.
- **Can Delete Own Comments** - allow users to delete their own comments.
- **Follow Blog Comment Setting** - if set to yes the moderation policy will follow the current blog setting, else all comments will be moderated.
- **Allow Smilies** - allow comments to contain smilies.
- **Allow BB Code** - allow comments to contain bbcode.
- **Allow [IMG] Code** - allow comments to contain the IMG bbcode.
- **Allow HTML** - allow comments to contain HTML, though this isn't recommended.

The other permissions are self explanatory and are closely linked to their Thread / Post counterparts which can be read at [this manual entry](#).

Update Counters

[Back to Top](#)

The update counters section lets you ensure that counters such as number of replies in an issue or the number of issues in a project are correct. This is a maintenance section. You do not need to run either of the options here unless you suspect that the counters are incorrect. They should remain correct during day-to-day use.

There are five counters that can be rebuilt:

- **Rebuild Blog Post Information** - this will rebuild the total comments, trackbacks and last post information for each blog entry.
- **Rebuild Blog User Information** - this will rebuild the total entry count for categories as well as the total entries, comments, trackbacks and last post information for each blog.
- **Rebuild Blog Counters** - this will rebuild the total entry count for categories, total attachments and trackbacks for a blog entry.
- **Clear Parsed Text Cache** - this will clear the contents of the cached parsed text. Run this if you've added a new custom BBCODE or changed BBCODE settings and don't want to wait for it to clear in time.
- **Rebuild thumbnails** - this will rebuild the thumbnails of image attachments. Run this if you did not (or could not) have thumbnails enabled in the past but wish to now or have changed thumbnail dimensions..

Attachment Storage Type

[Back to Top](#)

You may choose to store your Blog attachments in the database or file system, independent of what you have chosen to do with vBulletin's attachments. By default, they are stored in the database.

The process for moving the Blog attachments from the database to the file system (or vice versa) is identical to vBulletin's. See [this manual entry](#) for more details.

Warning:

If you are intending on putting the Blog attachments in the file system, they must go into a different directory than vBulletin's attachments!