

# Module last\_category\_objects

This Module will display the last (most recently updated) objects in in specific category.

## Parameters

Lists the specified number of objects of the given type in the given category, starting from the most recently created.

*Required parameters are in **bold**.*

[Go to the source code](#)

*Preferences required:* feature\_categories

Parameters	Accepted Values	Description	Default	Since
<b>id</b>	int	Identifier of the category from which objects are listed. Objects merely in child categories will not be displayed. Example value: 13.		
maxLen	int	Maximum number of characters in object names allowed before truncating.		
type	any string except for HTML and PHP tags	Type of the objects to list. Example values: *, wiki page, article, FAQ, blog, image, file gallery, tracker,		

# Usage

You will see it listed at ""Admin > Modules > Assign new module > Module Name (drop down)" (**tiki-admin\_modules.php**).

You can assign a this Module to a lateral column (See Module Admin page if needed), or you can include it within a wiki page, using the PluginModule.

The assigned module looks like this:

***image here*** (without surrounding box, since it's not needed for module boxes)

# Related Pages

See these pages for information that applies for all modules:

- [Module â€™](#) Overall introduction and overview
- [Module Admin â€™](#) Introduction to the module admin pages for site-wide and individual module settings
  - [Assigning Modules â€™](#) How to select a module to configure it
  - [Module Settings Interface â€™](#) Interface for configuring individual module settings
  - [Module Settings Parameters â€™](#) Explanation of standard parameter settings for modules
  - [Creating Custom Modules â€™](#) How to create user modules
- [Index of Modules â€™](#) Links to the documentation of individual modules
- [User Modules â€™](#) How (if the feature is active) users can choose and place their modules
- [Mods Type Modules â€™](#) Links to modules that are installed as components