

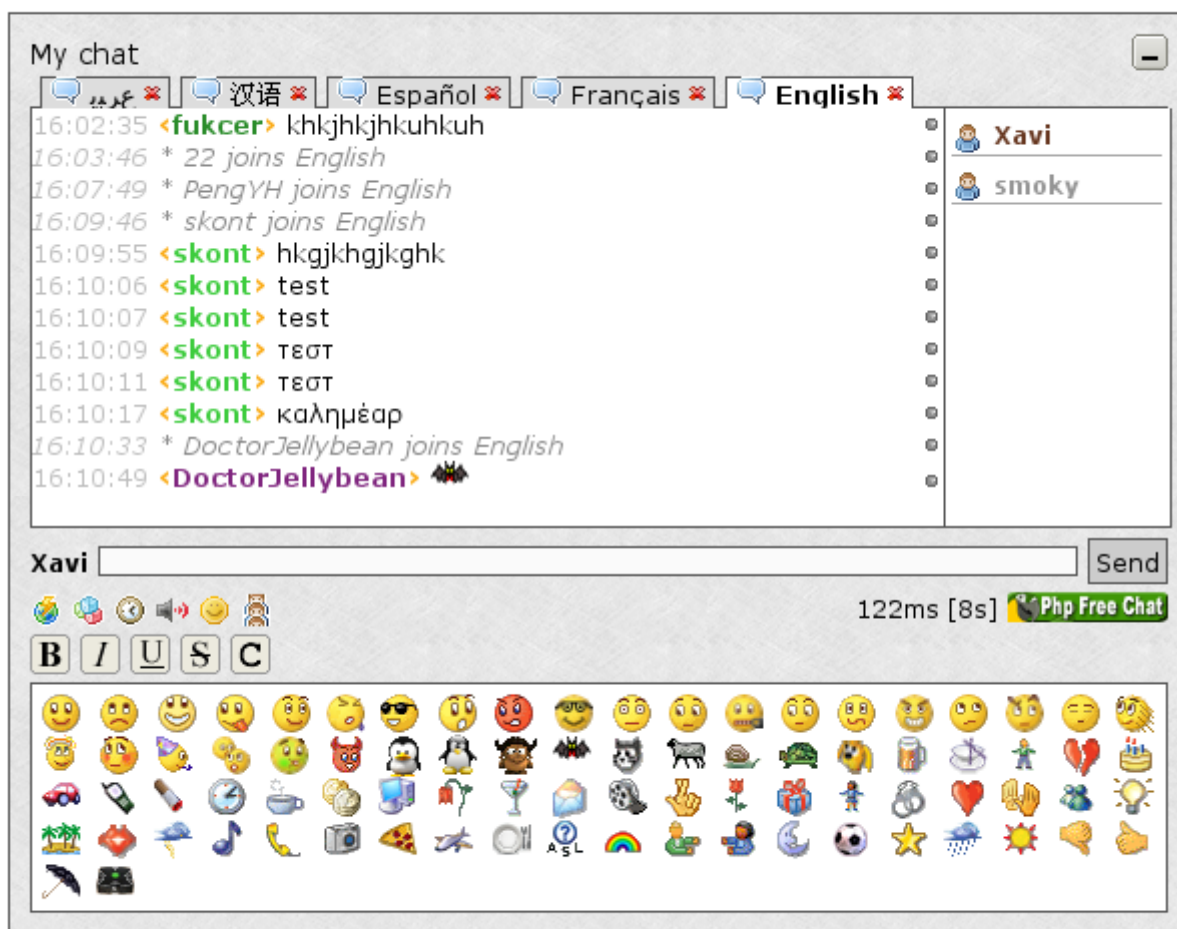
Mod phpfreechat

This **Mod** plugin displays a chat (using phpfreechat) in a wiki page.



phpFreeChat is a free, simple to install, fast, customizable and multi languages chat that uses a simple filesystem for message and nickname storage. It uses AJAX to smoothly refresh (no flicker) and display the chat zone and the nickname zone. It supports multi-rooms (/join), private messages, moderation (/kick, /ban), customized themes based on CSS and plugins systems that allows you to write your own storage routines (ex: Mysql, IRC backends –), and you own chat commands !

Quick demo



The screenshot shows a chat window titled "My chat" with a language selector at the top (English is selected). The chat history contains the following messages:

- 16:02:35 <fukcer> khkjkhkjkuhkuh
- 16:03:46 * 22 joins English
- 16:07:49 * PengYH joins English
- 16:09:46 * skont joins English
- 16:09:55 <skont> hkgjkhgjkghk
- 16:10:06 <skont> test
- 16:10:07 <skont> test
- 16:10:09 <skont> TEST
- 16:10:11 <skont> TEST
- 16:10:17 <skont> καλημέρα
- 16:10:33 * DoctorJellybean joins English
- 16:10:49 <DoctorJellybean> 🐞

At the bottom, the nickname "Xavi" is entered in the input field. The interface includes a "Send" button, a status bar showing "122ms [8s]" and the "Php Free Chat" logo, and a rich text toolbar with buttons for bold, italic, underline, strikethrough, and code, as well as a grid of various emojis.

Tips :

- /nick new-nickname command will change your nickname
- To test sound notification, just minimize your chat window and wait for a message

Checkout the phpfreechat demo: <http://www.phpfreechat.net/demo>

Usage

To display a module in a wiki page, use the syntax:

```
{PHPFEECHAT(title=title, channel=name)}{PHPFEECHAT}
```

Parameter	Accepted values	Effect	Since
<i>title</i>	text	title for the chat window	
<i>channel</i>	text	chat channel name	

To install

Checkout the [Mods](#) section.

- Additionally, and if it's not you available elsewhere, you can download the files from svn directly:
 - <https://sourceforge.net/p/tikiwiki/code/HEAD/tree/mods/trunk/wiki-plugins/phpfreechat/>
 - <https://sourceforge.net/p/tikiwiki/code/HEAD/tree/mods/trunk/lib/phpfreechat/>
- Copy the file tiki-phpfreechat_ajax.php from the lib/phpfreechat folder and paste it to the root of Tikiwiki.
- Take all the content that is in the first thing you downloaded from svn (<http://tikiwiki.svn.sourceforge.net/viewvc/tikiwiki/mods/trunk/wiki-plugins/phpfreechat/>) and put everything in the wiki-plugins/phpfreechat folder.
- In your Tiki, create a new Wiki page with the title "chat" (per example) and insert this content :

```
{PHPFEECHAT(title=title, channel=name)}{PHPFEECHAT}
```

- In the file lib/setup/**js_detect.php**, start by finding these lines:

```
// NB replace "normal" speeds with int to workaround issue with jQuery 1.4.2
$headerlib->add_js($js, 100);
```

- After this section, add these lines:

```
$jsPrototype = 'if (Prototype) jQuery.noConflict();'; $headerlib->add_js($jsPrototype, 101);
```

◦ N.B.: This procedure has been tested on a Tiki 6.0-6.1. Perhaps this line of code is going to be added in next versions.

◦ G.I.: In tiki version 9.1, the file **js_detect.php** has been renamed to **javascript.php** and portion of the code has changed. I have yet to test where to put the

aforementioned lines of code.

Related pages

- [Wiki Plugin](#)
- [Mods Type Wikiplugins](#)
- [Chat](#)
- [PluginSkype](#)
- [PluginJabber](#)
- <http://www.phpfreechat.net>

Alias

[PluginPhpfreechat](#)