Introduction

Thank you for your purchase of ShoutCloud, the most flexible PHP and AJAX shout box available. Big Ross Labs, ShoutCloud's designer, has made implementing a shout box into your website, simple and quick. ShoutCloud does not use a MYSQL database, so setup is as easy as uploading a couple of files and adding a few lines of code to your website. ShoutCloud is so flexible, it can be added to any spot on your website and automatically taking the size of the container. In this documentation, we will cover the basics of setting up your new shout box and also cover some more advanced features that you can do. If you need help at any time, feel free to leave a message on ShoutCloud's CodeCanyon.net page.

Please note, this documentation is written for the newest version of ShoutCloud (v. 1.2.9). If you are upgrading from the previous version, please read the **Updating** section.

Implementing ShoutCloud

This section will help you setup and implement ShoutCloud into your website. Please read and follow the steps carefully to prevent any errors from occurring.

Step 1) Unpacking ShoutCloud

If you are reading this right now, you have already opened up the ZIP file that was downloaded after the purchase. If you haven't already, you should unzip all the files (except for the documentation) from the ZIP and place them neatly into a folder on your computer.

Step 2) Configuring ShoutCloud

The nice thing about ShoutCloud is the fact that there is only one (.php) file that handles everything ShoutCloud does. In the folder you unpacked the files, you need to locate the file **shoutcloud.php**, ShoutCloud's main file. Open the file with your favorite editor (an editor with line numbers would make life easier for you, like Adobe Dreamweaver or the free Notepad++). Once the file is open, we can now start to configure ShoutCloud.

There is a lot of different options you can configure, but they will mostly be covered in the Advanced section of this documentation. For now, we are going to secure your installation of ShoutCloud by setting your admin username and password. Locate lines 63 and 64. Line 63 is where you are going to set your admin username (you may leave the username as 'Admin' if you wish). You may change the admin username to anything you wish (it will be shown to other users when you are logged in and no one else can use that name). Line 64 is where you will set your password. As other people are downloading this package, they could compromise your shout box if you leave the password at the default setting. Think of a password that is easy for you to remember and difficult for others to guess. Set the password as you desire.

You do not need to configure anything else in this file to get ShoutCloud to work as it will take care of the rest. You can now save and close **shoutcloud.php**.

Step 3) Uploading ShoutCloud's Files

This is the time where we will upload all the needed files to your server. There is one important note about uploading, **shoutcloud.php** should be uploaded into the <u>main directory</u> of your website. So where ever your index file is, should be where **shoutcloud.php** is.

In the ZIP, there is a folder named shoutcloud, this WHOLE folder should be extracted and uploaded as is to your main directory where shoutcloud.php is located. The shoutcloud folder contains the CSS file, JavaScript file, smilies, and images used by ShoutCloud. This whole folder must be uploaded and stay in a folder named **shoutcloud**.

After you have uploaded all of the files to your web server, we can now add the shout box to your website.

Step 4) Implementing ShoutCloud into your existing website

Remember, ShoutCloud's size is based upon where you place it and it will automatically adjust for boxes with a smaller width and anything else wider. Placing ShoutCloud in an area where it will take up most of the screen, could impact the readability of the elements for certain visitors. ShoutCloud was built for sizes up to 800px wide but can go wider.

ShoutCloud can be used on multiple pages, but no more than once on a page. So from your existing website, open up the page in which we are going to implement ShoutCloud. Please note that the page must have a (.php) extension or ShoutCloud will not work. Now that you have opened the page you want to implement your shout box in, we need to add a line of code that will allow ShoutCloud to use PHP Sessions for storing various data. At the very top of your page (looking at the code), you want to create a new line before anything else. In this line, paste the following code...

<?php session_start(); ?>

Once you have done that, locate the place on your page (viewing code) you want your shout box to show up. In that place, create a new line and paste the following code...

<?php include('shoutcloud.php'); ?>

One last thing to implement on your page, is the javascript and css needed for ShoutCloud to work. Please note that the following code contains the integration of the jQuery javascript framework from Google's API server. If you would like to locally host the jQuery framework, you can download it from **jquery.com**. If your site already implements the jQuery framework, do not add the code for jQuery below. In the head section of your website (<head></head>), below the <title> tag and any meta tags, create a new line and paste the following code...

```
<link type="text/css" rel="stylesheet" href="shoutcloud/ShoutCloud-min.css" media="screen">
<script type="text/javascript" src="http://ajax.googleapis.com/ajax/libs/jquery/1.4/jquery.min.js"></script>
<script type="text/javascript" src="shoutcloud/ShoutCloud-min.js"></script>
```

The first line of the code adds the CSS needed for ShoutCloud. Located in the shoutcloud folder we uploaded earlier.

The second line of code implements the jQuery javascript framework into your site using Google's fast API server. If you already have the jQuery framework implemented on your page, please remove this line.

The third line of code is the javascript file that contains all of the code needed for ShoutCloud to work. Located in the shoutcloud folder we uploaded earlier.

Save your file and upload. Visit your website and you will notice that ShoutCloud is now working! Congratulations, you have successfully implemented ShoutCloud on your website. If your shout box does not show up or there is a error, please refer to the Troubleshooting section of the documentation.

Updating ShoutCloud

If you have already uploaded a previous version of ShoutCloud, this section is a must read. Please follow this carefully as you could easily cause ShoutCloud to stop working.

Step 1) Removing the old Installation of ShoutCloud

First thing first, we need to delete all of the old ShoutCloud files from your website. Login to FTP and locate the files you have uploaded. Delete every single file you have uploaded from the previous versions. Please note that your settings will be lost, so you will need to follow Step 2 of "Implementing ShoutCloud".

Old Files/Directories to Delete:
- shoutcloud.php
- shout.txt (if available)
- shout-bans.txt (if available)
- smilies/ directory
- js/ directory
- css/ directory
- imgs/ directory

Step 2) Uploading the new version of ShoutCloud

After changing all the settings you need to in the new version of ShoutCloud, you may upload the files according to the steps in "Implementing ShoutCloud".

You should be all set now and have a working version of ShoutCloud!

Using ShoutCloud

Now that we have successfully setup ShoutCloud, I will go over the basics of using ShoutCloud and using the admin features available.

1) Basic Usage of ShoutCloud

ShoutCloud uses AJAX to communicate between the browser and the server, in simpler terms, chatting on the shout box does not require the page to reload in-between sending/receiving messages. This is a great feature to keep your visitors happy without the need for Adobe Flash but requires a newer browser that can support all of the features.

To send messages via the shout box, the user must enter their name first, then type their message in the box below. After the message is typed, the user can then either hit <u>enter</u> on their keyboard or click the "Shout!" button to send their message. If any errors occur, the user will be notified. ShoutCloud continually checks for new messages and updates the shout box when a new message has arrived.

There are many extras that are available to the users. First, there is a box with smilies that a user can include in their messages. Just click the desired smiley and it will be added to the message. These smilies can also be typed in the message box by using their special code. Hovering over a smiley will display a tooltip with the code for typing the smiley into your message. There is also the options for bold, italicized, and underlined text in the messages. Typing **!help** into the message box will show the user how. Links are automatically created if a url is entered anywhere in a

message. Users can now change the color of their username tag by clicking the swatches button on the right side of the name box. The last extra is the reply function. Clicking on the name of another user will add **@Username -** to the message box to direct your message to someone specific.

2) ShoutCloud's integrated Admin control feature

ShoutCloud has an innovated way of integrating Admin controls right from the shout box without the need of a separate admin control panel. To access the admin controls, you will need to do the following...

- Using the admin username you set in **shoutcloud.php**, set your name.
- In the message box, type **!admin** and press enter or click "Shout!".
- A password box will appear below. Type the admin password you set in **shoutcloud.php** in the box and press enter or "Login".
- Your shout box will reappear with all the admin control functions.

Once you are logged in, you will notice some of the admin controls. I will explain what each does and how to use them. You will also notice, if you send messages, your name will be colored red to let everyone know you are an admin of the shout box.

To access admin controls per user now, you must click on their username. This will open an overlay with all the different options you can use.

The first of the admin functions is Banning Users from the shout box. Banning users from the shout box means that they can only read the messages from the shout box and cannot type anything. When you ban a user, they are banned based upon their IP Address and not their name, so if someone else uses the same name, they can still send messages. Once you ban someone, the ban takes effect immediately. To ban someone, you just need to click the **Ban** button next to their name. You can now set a time to expire when banning someone. After clicking ban, you can choose the amount of time for the ban to last. The ban will be lifted after that amount of time automatically.

The second admin function is the Ban List. The Ban List is a full listing of everyone who you have banned from your shout box. To open the ban list, click the red **Ban List** button below the message box. Here you can view banned users and unban someone by clicking the **Remove Ban** button next to the corresponding user.

The last admin function is the Clear Chat option. The Clear Chat option will remove all the current messages from the shout box and the text file that stores the messages. This will present a clean shout box. Messages are automatically pruned from the file to save space and increase loading times, so you do not need to clear the shout box if you are worried about such. To clear the shout box, click on the **Clear All** button below the message box.

Advanced Configuration of ShoutCloud

In this section, I will go over some of the more advanced configuration options available for ShoutCloud. I am going to explain these features as if you have some knowledge of PHP. If you do not have good knowledge of PHP, I suggest you get someone who does to help you out.

First, you need to open **shoutcloud.php** in your favorite editor. Once you have the file open, we can start configuring your shout box.

1) Changing the shout and ban list storage files

This is not required to be changed unless you have additional (.txt) files with the same name on your web

server. Lines 25 and 26 contain the variables with the file names of each file. These files do not need to already exist on your server as ShoutCloud will create them automatically. You can change the names of the files at any time, but they must contain a file extension. You can also set the directory for the file if you want these files stored in another directory by adding directory/ in front of the file's name.

2) Changing the smilies directory and adding/removing smilies

If you have uploaded the smilies to another directory, you can change the path location of the smilies in the variable on line 29.

If you want to add or remove smilies, you just need to add a line or remove a line from the array on line 32. The Key of each item is the text code that will represent the smiley in the message box and the smilies box. The value is just the file name (including extension) of the corresponding smiley.

3) Bad words filter configuration

The bad words filter is a simple way to prevent abusive and demeaning language from being sent through your shout box. There is no specific control to turn the filter on/off, but you can empty the array of words to shut it off. Line 60 is the bad words filter array. Change, add, or remove words as you desire. I have provided a few harsh, racist, and demeaning words for you.

4) Change Time Format for Shouts NEW!

If you would like to change the format the post time is displayed on each shout, change the value on line 67 to the desired format you want. The format should use PHP's Date function formatting.

5) Disallowing certain usernames

If there is a certain username that you do not want anyone to use, you can set them in the array in the checkUsername function on line 223. If you disallow any usernames, please note that no one can use that name. Admin usernames are automatically added to that array.

6) Changing the refresh rate of the shout box

By default, the refresh rate is set to 4000 milliseconds or about 4 seconds between checking for updates. You should not need to change this as 4 seconds is a good amount of time in-between refreshes to make the shout box feel live and does not put a load on your server. To change the amount, open **ShoutCloud-min.js** in your favorite editor and on line 12, you can change 4000 to your desired amount of time.

7) Change the location of shoutcloud.php

If, for some reason, you could not upload shoutcloud.php to your main directory, you change the location on line 13 of **ShoutCloud-min.js**.

8) Change the default text for the username and message boxes

If you would like to change the default text for the username and message boxes, you can do so by changing lines 14 and 15 in **ShoutCloud-min.js.**

5) Language File Configuration NEW!

You can now change various error messages and other labels of ShoutCloud just by editing one file! New in version 1.2.9, you will find a new php file in the shoutcloud directory named **shoutcloud-lang.php**. This file contains various strings you can edit to match your spoken language instead of editing the main ShoutCloud file.

Styling ShoutCloud

If the default style of ShoutCloud does not fit into your website, it's ok, you can easily change the colors as long as you know a bit about CSS (Cascading Style Sheets) and how to use hexadecimal color codes. I'm striving to include different themes for ShoutCloud's release, but if they do not make it in time, they will be released in the near future.

1) Using alternate "themes" provided with ShoutCloud or other sources

Once you have the alternate theme you want to use, upload the theme's css file (.css) to your web server and place it into the folder with your other style sheets. Change the CSS link tag in the head of your website's page with ShoutCloud implemented on it, with the new theme CSS file. Save and you now should have a new theme.

Troubleshooting

Having trouble installing or using ShoutCloud? Here are a few common problems you may face and a few options to help you fix them. If you are having a problem that is not listed here, please feel free to post a comment on ShoutCloud's CodeCanyon page and I will reply as soon as possible.

1) ShoutCloud does not show up after adding all the needed code to my website...

First, you should make sure you have uploaded all the required files and double check that the page you implemented ShoutCloud into has a (.php) file extension. Also make sure you have added the "session_start();" code to your page. If it still is not working, your PHP version might be less than version 5. ShoutCloud requires that you have PHP5+ installed on your server. If you are running a version less than 5, you could always ask your host to install PHP5 for you.

2) ShoutCloud shows up, but messages are not sent/received unless the page is refreshed.

Since ShoutCloud runs mostly on JavaScript and jQuery, you must have JavaScript turned on in your browser and you must have the jQuery framework included in your website in order for ShoutCloud to work. If you have doubled checked both of those solutions and it's still not working, you may need to upgrade your browser. Internet Explorer might have some issues when it comes to working nicely with ShoutCloud, it is highly recommended that you switch to Mozilla Firefox or Google Chrome as an administrator of your shout box. There could also be an error being thrown by PHP, so you should check your FTP for a file called **error_log** that will contain PHP errors.

3) Messages cannot be sent or received by any user, including myself.

ShoutCloud uses some functions that may not be allowed by your web host. These functions include creating, changing permissions, and reading/writing to a file. You may need to create 2 text files (shout.txt and shout-bans.txt) in the directory of shoutcloud.php. These two files will need to be CHMOD to 0666. If you are having this problem and the two files already exist in your web site's directory, check the CHMOD to make sure they are set to 0666.

Any other problems that you may encounter while using ShoutCloud can easily be solved if you post a comment on our CodeCanyon page. It could also be a bug that may need to be fixed.

Legal & Copyright Information

ShoutCloud is protected by a Copyright brought forth by CodeCanyon's usage policy. To keep this short and simple, I will explain what you can and cannot do with ShoutCloud as the purchaser of this package.

By purchasing ShoutCloud through CodeCanyon, you are entitled to only 1 license. This means that you can use ShoutCloud for any website or project you create that is not being sold to another party. If you are planning to include ShoutCloud in a website or project to be sold, you must buy additional licenses via CodeCanyon. You may not sell, transfer, or trade any of ShoutCloud's code to another party, if such is committed, you will be entitled to legal actions by Big Ross Labs.

ShoutCloud can be used in any way that the purchaser desires that does not conflict with the local laws governed by the state in which he or she lives in and does not conflict with the terms laid out in this document.

As the purchaser of ShoutCloud, you may modify/change any aspect of ShoutCloud's code to be easily integrated into your website(s) or project(s). This includes modifying the style sheets, the javascript code, or php code. You are pretty much free to modify ShoutCloud to your liking. Although, you may not modify ShoutCloud to be used in another project that will be sold, transferred, or traded to another party. Every aspect of ShoutCloud is copyrighted by Big Ross Labs and if you change any of the aspects, the changes will also be copyrighted.

You may not use ShoutCloud's code in any way to affect or compromise another person's website or project. You also cannot use ShoutCloud's code to make enhancements for other purchasers. You may use the default style sheet as a guide to create themes to be sold or provided to other purchasers of ShoutCloud.

Big Ross Labs and CodeCanyon.net are not responsible for any damages or problems that ShoutCloud may induce on your web server. ShoutCloud is sold as-is with no warranty of any kind. Although bug fixes and updates will be available to the purchasers from time to time, we are not responsible for notifying the purchaser of the updates, other than on ShoutCloud's CodeCanyon page. Avoiding these upgrades could present a risk to your server or your visitors and we shall not be held responsible for damages that may occur from avoiding updates. If the purchaser should encounter or discover a bug or security flaw with ShoutCloud, they should report it as soon as possible to Big Ross Labs by e-mailing <kyle@bigrosslabs.com>.

If ShoutCloud (or any aspect of ShoutCloud) does not work with your computer, browser, or website, Big Ross Labs will not refund the purchasers money. Each requirement has been listed on our CodeCanyon page and if the purchaser neglects to read the provided information, we will not compromise over such issues. If the user does not like ShoutCloud or the way it works, they should report their opinions with Big Ross Labs to help improve ShoutCloud. In this event, the purchaser's money will not be refunded either.

If any of the above terms are avoided, Big Ross Labs (in collaboration with CodeCanyon) will take legal action on the purchaser committing such acts.

Credits, Thanks, and Other Copyright Information

- ShoutCloud was coded entirely by Big Ross Labs of Connecticut (U.S.A.) to be sold only on CodeCanyon.net.
- Smilies are provided as an extra (not being sold) and are Copyright © Yusuke Kamiyamane. All rights reserved.
- jQuery is copyrighted by their respected creators and many thanks go out to them for the creation of a great framework.

- The jQuery Metadata plugin is copyright © 2006 John Resig.
- Special thanks to Jeremy Holstein for his help debugging and providing ideas for ShoutCloud.

Changelog for Version 1.2.9

CSS Changes

- Fixed bug with overflow:auto; not working in IE8 Compatibility Mode.
- Cleaned up CSS and reduced the file size by grouping similar styles together.
- The stylesheet is no longer minified.

JavaScript Changes

- Changed various items to clean up the functions and reduce code.
- Removed the functionality of the plugin creating the color swatches and moved it to PHP.
- Added the Metadata plugin for jQuery to reduce code and speed up execution of various functions.
- Fixed various bugs that have gone unnoticed.

PHP Changes

- Fixed many problems with languages not displaying correctly in both shouts and names.
- Now has FULL UTF-8 Support.
- Added the ability to change the time format on shouts.
- Did a major cleanup on the code to reduce file size and remove unnecessary code.
- Added support for changing messages, titles, and various text to other languages simply.
- Removed all automatic "session_start()" commands in shoutcloud.php. Replaced with one line of code.

New Features/Changes

- Admin users now have a striped background on their tag to identify them as admins.
- Fixed bug where color swatches would not show in Internet Explorer.
- ShoutCloud now fully supports UTF-8 including names and messages.

There are probably many more little things I change that I forgot to write down, but this will give you an idea of everything that has been added or changed with ShoutCloud. I hope you enjoy this new version!