Subject: TheKOSs2.org 6.0 goes live
Posted by Goztow on Mon, 28 Sep 2009 07:16:30 GMT

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Can't believe we're already at version 6.0 of our clan portal... We tend to "believe in change" .

Anyway, we hope this one can stay for a bit longer than the old ones. Once again, a lot of time and effort was put into the new version by Wiener (GFX designer) and myself (coder).

The site has its own, from scratch, hand coded CMS system and a pretty basic but - IMO - well-structured layout. As it's a gaming website, we put a lot of effort in the design, though the main focus remains on content. To be 100 % fair: the backend wasn't coded purely for this website, I also use it for some other websites (I have a small webdesign / hosting business to make some extra €'s).

It has been tested on firefox, IE, opera and chrome. We're aware of the lack of support for transparant GIF's in IE6 but can't really be bothered to care about people still using this ancient browser. There's a single w3d validation error on the homepage due to the use of transparancy in an iframe (yes, I know I'll get flamed for using an iframe in the first place but it just worked out in some cases, e.g. with the TS plugin used on the homepage).

There's no real reason why I post this here this time, other than the fact NS also did so and I'm very proud of the end result . While you're at it, you can also check out the forum which wasn't redone this time but already was a while ago (keeping the style of our previous portal).

www.thekoss2.org