
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 transparency 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).

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Subject: Re: TheKOSs2.org 6.0 goes live
Posted by [raven](#) on Mon, 28 Sep 2009 16:54:25 GMT
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Looks very nice and clean, and loaded pretty fast. Awesome job!

Subject: Re: TheKOSs2.org 6.0 goes live
Posted by [Goztow](#) on Tue, 29 Sep 2009 07:12:10 GMT
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Thank you very much .

Subject: Re: TheKOSs2.org 6.0 goes live

Posted by [a000clown](#) on Tue, 29 Sep 2009 08:57:15 GMT

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I'd make the navbar buttons links instead of just the text on them. The hover effect draws the viewer's attention when the image changes so less experienced people might assume it's an active link, even though the cursor only changes after hovering over the text.

Also sometimes the footer is filled with white instead of black, but that's probably just a Chrome bug since I'm on the weekly updated dev version.

(Tested with other browsers and this doesn't happen)

Other than that I think it looks great and has very clean navigational structure

PS - Tables suck, I just had to say it

Subject: Re: TheKOSs2.org 6.0 goes live

Posted by [Goztow](#) on Tue, 29 Sep 2009 09:34:15 GMT

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a000clown wrote on Tue, 29 September 2009 10:57

PS - Tables suck, I just had to say it

I knew someone would come up with that . There's no real reason why tables suck, though. Most people that want to get away from table hell usually also end up in div hell.

Subject: Re: TheKOSs2.org 6.0 goes live

Posted by [a000clown](#) on Tue, 29 Sep 2009 12:09:58 GMT

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Goztow wrote on Tue, 29 September 2009 05:34a000clown wrote on Tue, 29 September 2009 10:57

PS - Tables suck, I just had to say it

I knew someone would come up with that . There's no real reason why tables suck, though. Most people that want to get away from table hell usually also end up in div hell.

Guess we'll have to wait for the days of CSS3 layouts or grids.

2016 is my guess for when all major browsers support it, but I'm probably being over-optimistic...

/me points to the evil IE
