
Moolet Dogear Support

Posted by brian_williford - 2007/08/29 03:26

If you need come CSS help getting your page curl to locate at the correct place in your webite template let me know.

brian

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Re:Moolet Dogear Support

Posted by lulali - 2007/08/29 20:26

hey, i couldn't able to locate the module. At which module position sholud i publish it?

www.bestistanbul.org

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Re:Moolet Dogear Support

Posted by brian_williford - 2007/08/29 21:29

Hello,
Not real clear on what you are asking. If the module did load I would try publishing it to "Top". If that does not work try "Header". If that does not work tell me who made your template (url) and I will try to find a module layout diagram for it.

brian

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Re:Moolet Dogear Support

Posted by dtedrow - 2007/08/30 10:37

I am not able to get the module to show either, regardless of which module position I use.
I do get a javascript syntax error in debug on the following line, not sure if it means anything...

```
<script type='text/javascript'>
if (1 != 0) {
window.addEvent('load', function(){
if (1 == 1) {
$$('div#moolet_dogear').each(function(e){
var fade_dogear_2 = new Fx.Style('moolet_dogear', 'opacity', {wait:})
fade_dogear_2.start(1);
})
var myFade_dogear = new Fx.Style('moolet_dogear', 'opacity', {wait:})
var mySlide_dogear = new Fx.Slide('moolet_dogear',{wait:, duration: 1500, transition:Fx.Transitions.Bounce.easeOut,
mode: 'horizontal'})

```

I've tried changing the effect, wait, load, etc. options but have had no luck getting it to work.

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Re:Moolet Dogear Support

Posted by brian_williford - 2007/08/30 15:00

I would need a URL to the site in question to fix this. If you could create a seperate page, publish the module just on that page then your users will not be bothered with by this error, then send me the URL of that temp page I will go take a look.

I have the hit the page live withe the Firebug plug-in to read the dom or other errors.

brian

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Re:Moolet Dogear Support

Posted by runey - 2007/09/01 07:07

Unfortunately I seem to be having problems as well :(

Trying to install it on a Joomla 1.0.12 installation using the RocketTheme Replicant template... Placed in the top module...

Other than changing the module position and text, I have left everything as default... Well I fiddled for a while and then put it back :)

I'm wondering if it something to do with the fact that the Replicant template makes heavy use of other Mootool modules? or even because of all of the transparency involved...

You can see it at <http://trekcon.com/test/>

I've left the title on so it's obvious where I'm trying to place it...

Any help you can provide would be greatly appreciated...

EDIT: It seems it must be a clash of Mootool modules... I noticed that other Mootool modules that were working before, stopped working when any of the Moolet modules were installed... Turning off the Moolet modules brought back the other ones to life... I shall leave both the Dogear and Total User Moolet modules on for now so if anyone who wants to have a look at my site can see what's happening... Thanks again...

EDIT: Turning off Include Mootools JS File in all of the Moolet modules brought back to life all the other Mootool modules and also the Who's Online and Total Users Moolet modules... However the Dogear module still does not seem to work...

Post edited by: runey, at: 2007/09/01 08:00

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Re:Moolet Dogear Support

Posted by brian_williford - 2007/09/01 15:30

I looked at your site and the template you are using is including as mootools.js file. This means it is using mootools 1.0 which is old school and many functions outdated or changed.

I see you have a few choices here.

First thing I would do is take the fully loaded mootools 1.1 file I included and put it in a standard place like /scripts/js/mootools.v1.1.js.

then reference this one single file from your template and modules. You can not include a mootool file twice as the second load will wipe out functions set up by the first.

If your template then breaks you can go back to them and try to entice them to bring it up to speed, I have the same trouble with yootheme, they build templates on functions that do not work with mootools 1.1

If they will not you can simply delete all the moolets for ever and ever, or go hire someone to bring the template functions up to 1.1 compliance, or find a 1.1 compatible templet.

hope that helps

brian

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Re:Moolet Dogear Support

Posted by runey - 2007/09/01 16:37

Thanks for that Brian...

I swapped over the mootools.js file for the one supplied in your moolets... Changes the template html to point to that instead...

Sure enough it broke the existing Mootool modules supplied by RocketTheme...

However it still didn't fix the Dogear module... So since I'd rather keep the Moolets :) I'll keep the mootools.v1.11.js

If you were able to take another look to see why the Dogear doesn't work then I'd really appreciate it... No hurry... I know your swamped... Thanks again...

Re:Moolet Dogear Support

Posted by brian_williford - 2007/09/01 21:52

The top module position is not tall enough for the dogear. do you know how to add positions of of your own to the top of the template per chance?

Can you go into the dogear admin and set
Mootools Wait = true

Noticed on your site the wait true false is missing
var fade_dogear_2 = new Fx.Style('moolet_dogear', 'opacity', {wait:})

my sige wait : true
var fade_dogear_2 = new Fx.Style('moolet_dogear', 'opacity', {wait:true})

Can you go into the dogear moduyle and change

also I am not sure you can pull of using moolets, your site has a ton of errors from something like rokslideshow and some other rok module. They too are probably mootools 1.0

not sure

let me know after you changed that setting.

Re:Moolet Dogear Support

Posted by runey - 2007/09/02 00:15

Hey Brian...

I turned off all the various Rok modules, except the login, and moved the Dogear module to the left position... Guess what? It works :)

Now that I know it works I can have a play with positioning... I've got a bit of of experience with creating templates from scratch, so I'm sure I can modify the Replicant template to suit...

Also I'll have a look at the Rok modules and either see if I can modify them myself to be Mootools 1.1 compatible, or I'll bug RocketTheme about it...

Thanks so much for all your help... Great modules... I look forward to seeing more in the future...

Re:Moolet Dogear Support

Posted by d.nette - 2007/09/11 16:29

i just wanted to try the dogear on my page. i'm using the template fv_camel and the dogear ist not working at all. if i publish the module the page isnt loading anymore. i tried several options but its not working. what can i do ?

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Re:Moolet Dogear Support

Posted by brian_williford - 2007/09/11 17:09

Well, I have never seen any of my modules keep a page from loading at all. Can you send me a URL of this site in the working state so I can go check that out first?

thanks

=====

Re:Moolet Dogear Support

Posted by d.nette - 2007/09/12 10:38

hi brian,

i sent you an email ;)

thx a lot

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Re:Moolet Dogear Support

Posted by brian_williford - 2007/09/12 15:08

The very first thing on your site seems to flash. I have not tested this with flash, that could be the issue. I would try assigning the dogear to module location that loads before the flash.

For example the flash appears to be assinged to "header". Find an unused module location like maybe user3 or user4 and place the PHP for that in your template above header.

If you uncomfortable with adding module locations to your template I think google will bring up some great articles on how to do that.

give that a shot. If it does not work try the opposite and load it into an empty module low on the page just to see if the site will load.

let me know how that goes

brian

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Re:Moolet Dogear Support

Posted by d.nette - 2007/09/12 16:27

hi,

thx for your answer. i will chek it out in the next days and will let you know if its working or not.

thx a lot

=====

Re:Moolet Dogear Support

Posted by hucks - 2007/09/20 02:53

got this displayed in the top header

```
$$($('.moolet_dogear_start').each(function(e){ var fade_start = new Fx.Style(e, 'opacity', {duration:1500}).start(0); });
```

im using rt_rokwebify

my regards hucks

Re:Moolet Dogear Support

Posted by aston_spindley - 2007/09/20 04:01

do you know what version you downloaded?

Re:Moolet Dogear Support

Posted by hucks - 2007/09/20 09:38

this one

mod_moolet_dogear_1.0.3.zip

Re:Moolet Dogear Support

Posted by aston_spindley - 2007/09/20 14:42

Yep, I looked at that version and it seems Freaky Brian got in a hurry and mucked it up, which is ironic as that was a fix the the last upgrade done in a hurry!

I have a fixed copy and will have it posted by mid day today. So look for 1.0.4 in a while.

Re:Moolet Dogear Support

Posted by hucks - 2007/09/20 14:49

Tx sounds great.
Happy i could help.

my regards Hucks.

Re:Moolet Dogear Support

Posted by brian_williford - 2007/09/20 16:53

There is a thread messed up a tad in the database and is showing up under two users it seems. So I posted in both places 1.0.5 is available for download.

give that version a try.

=====

Re:Moolet Dogear Support

Posted by hucks - 2007/09/20 18:33

error text is gone now. :)

sad to say, it still not works
the dogear dosent apper

-
when dogear is active Explore 7.1 varning sign in status bar
i clicked the icon and here is the Error report:
-

```
line 85  
Char 1  
Error object dosent support this property ot method  
code 0  
Url http://mysite.ext/
```

```
 wiew source > explore line 85  
fade_dogear_2.start(1);
```

hope this can help

my regards Hucks

=====

Re:Moolet Dogear Support

Posted by brian_williford - 2007/09/20 18:41

O "Internet Explorer" I am sorry I missed that maybe in an earlier post, yea not much here is going to work with IE, just every other browser under the sun.

Moolets uses mootools. Most of the mootools stuff to date does work with IE under there usage guidelines, but to expand into doing cool things outside of the guidelines we I tend to leave that browser in the dust.

If you are developing a site that has I big IE base might want not to bother with these widgets.

Sorry

brian

=====

Re:Moolet Dogear Support

Posted by hucks - 2007/09/20 18:54

hi brian ok sad news i dont want to miss all the explore users ;)

but, just tryed it in firefox v 2.0.0.6 no errors but dogear dosent shows up. i tryed headr and top possisons. in
rt_rokwebify

changed to some other template and it shows up both in ie7 and firefox :) if i find out whats missing in rt_rokwebify i post
it on your forum

my regards Hucks.

=====

Re:Moolet Dogear Support

Posted by brian_williford - 2007/09/20 19:23

thanks,

I have been fighting microsoft for over a decade and am just worn out on it, not intently trying to be a butthead.

It did not occur to me to ask of the dogear was working on this site from your machine.

thanks for letting me know

Re:Moolet Dogear Support

Posted by hucks - 2007/09/20 21:13

no no dont think u are a butthead. :)

yes it all seems to work exopt the dragable moolet. but mabey i do it wrong everything looks right

ok ie7 coms with one small error, in statusbar

similar to mentioned before. not a big error more like an warning, some is shi.. dosent work LOL.

Re:Moolet Dogear Support

Posted by hucks - 2007/09/22 00:02

sort of Solved. now dogear works in ie 7 on template rt_rokwibify
you can se it here <http://hucks.dk/>

Her is what i did.
set it to top position.

Mootools Dom Event = domreaedy *
Slide Vertical or Horizontal = Vertical *
Enable motools effects = In on load & fade in out on rollover.
the other works too but ends with brown background instead of transparent.

* = Req or dogear dont work.

note the dogear dont work if not logged in ?

OK
Stil has some issues about the dogear dont dissapearing again,
but think its just setting the right options in the dogear settings.
and i just set i so it only shows on frontpage so it disapears as i shoud :)
and erreor instead of dogear if not logged in.

ps: tryed in firefox and i dosent works there V2.0.0.6
no errors not anything.

my regards hucks
Denmark

Re:Moolet Dogear Support

Posted by nate_k - 2007/11/10 04:07

I would like to display mine in the top right corner. I was considering and making and custom module position using the css info from the template then try to load it there.

temp host: www.performancetruckringandpinion.com

module positions used: www.performancetruckringandpinion.com/index.php?tp=1

thanx in advance!

=====

Re:Moolet Dogear Support

Posted by brian_williford - 2007/11/10 14:00

please read the "Read Me before you post".
YOu will need to upload an avatar to get help here.

Also you have two mootools 1.0 scripts and one mootools 1.1 script loading in your site. You should only have one script load of they will conflict

I would suggests getting rid of the 1.0 scripts and moving the 1.1 into the top tmplate 1.0 positon

=====

Re:Moolet Dogear Support

Posted by nate_k - 2007/11/12 16:01

first and only forum I've ever posted to for help on there products that wont help you unless you load an avatar. Tells me I have no need for products from companys that dont stand by there products for support. Looks like I have to do this the cheap way and edit the yodogear image to get the same effect I wanted but non-animated. Then get someone else's google Maps api. I dont feel I should have to upload an avatar to get help with your products after I went through the registration process. Seems I should have just used the ajax tool and been done with it. Dont worry,I wont be back here since I wont receive help with your products because I have to upload an avatar. From the responses i just recieved in another forum... there laughing a company wont help with there own products unless you upload an avatar after registration. Pretty lame on a companys part if you ask me from 10+ years as a CSR and senior technician to make that a stipulation to receive supoort.

=====

Re:Moolet Dogear Support

Posted by arizno - 2008/01/08 01:23

Hello,

I am trying to install the dog ear in my Populus template from Rocket Theme. Can you instruct me as to which position to place the module. I have placed it in a few areas, but have had no luck.

By the way, I understand that you are trying to have more of a community here. Which is why you ask for an avatar before helping someone. Excuse me for getting of subject, but the guy who posted before me was an a\$\$.

=====

Re:Moolet Dogear Support

Posted by nate_k - 2008/01/08 01:33

If thats the case then why should you *Require* an avatar for support for there own products. Simply buying/using the product from a company should be warrant enough to offer help when asked. Not force someone to upload and avatar when asking for help with there own products. I have worked CSR position for a long time and thats HORRIBLE customer service to FORCE a customer to do ANYTHING outside of what is needed to obtain the product. Call me an A\$\$ but thats your opinion. Cool toys here horrible idea on forcing an avatar. The avatar does not make the community its the memebers and the content. Obviously there is something here or we wouldnt be here in the first place. Hence the community. I post on tons of forums but only here i harbor resentment for FORCING someone to do something to obtain support outside of whats needed.

=====

Re:Moolet Dogear Support

Posted by aston_spindley - 2008/01/08 03:14

arizno,
I have a site in development that is also using Populus template from Rocket Theme. I will install the dogear late tuesday or early wednesday and see what I can come up with.

Will get back to you soon, thanks.

=====

Re:Moolet Dogear Support

Posted by nate_k - 2008/01/08 03:43

just look at the template css file. Look for the way that it uses module positions. Go to site modules pick one at random say "Top Module" and look at how its displayed, then look for the match in the css file and the references. Its how I fixed the problem myself.

=====

Re:Moolet Dogear Support

Posted by arizno - 2008/01/09 08:58

Got it to work. In populus it work better in the Debug Module. I also had to be sure to have the js reference the templates js file. Thanks much

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Re:Moolet Dogear Support

Posted by brian_williford - 2008/01/09 15:31

I just went through this without reading you post and found the same thing, debug worked well for me.

However dogear 1.02 had a php call problem so it did not wok at all at first, I am uploading version 1.03 in a few hours, but if it is working for you no need to upgrade.

thanks

oops silly me, I grabed the wrong one, 1.05 is the latest and has the problems correct. Man, I have so much work I can not keep things straight...

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Re:Moolet Dogear Support

Posted by ragots - 2008/02/03 19:01

I does not fade out on roll over.
Do you have an idea why ?

I give you a link to my site.
<http://love.mixbeat.com/mx4>

I don't know what to use as parameters for

Mootools Dom Event
Mootools Wait
Mootools Effects Start Value
Mootools Effects End Value
Mootools Effects Rollover Value

Re:Moolet Dogear Support

Posted by brian_williford - 2008/02/03 19:16

Looks like your rollover value is set to .6 instead of 0

See attached image and see if that helps,

What module are you using for those slide tabs?

Did not take the attachment, try here

http://www.moolets.com/images/dogear_settings.png

Re:Moolet Dogear Support

Posted by ragots - 2008/02/03 19:48

Yes, it now works according to those settings.

thanks a lot.

Re:Moolet Dogear Support

Posted by ragots - 2008/02/03 19:51

I'm looking for last avatar module, cannot find it. I keep looking.

Re:Moolet Dogear Support

Posted by brian_williford - 2008/02/03 20:42

It is on the bottom of the first of joomla modules download page

http://www.moolets.com/component/option,com_docman/task,cat_view/gid,13/Itemid,132/

Re:Moolet Dogear Support

Posted by verzus.net - 2008/03/12 20:23

Hello. I finally got the dogear to load, but am having issues on getting the placement correct. I am one of the

RocketTheme users using the Synapse theme. I disabled my mootools file in the template so there aren't any conflicts. :)
Any pointers on getting it up into the left corner?

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Re:Moolet Dogear Support

Posted by brian_williford - 2008/03/12 20:31

it is a matter of finding the right module position. I usually use debug at the very bottom. Since the moolet uses absolute CSS positioning it still comes out top left.

Can you send a URL?

=====

Re:Moolet Dogear Support

Posted by verzus.net - 2008/03/12 20:48

I'll give that a try. :) Just new that when it got published in other modules, it still loaded in that module. Not sure if its a div issues since they went tableless or what. I'll give it a shot. The true homepage is www.verzus.net/index.php (if you go to the verzus.net site, it loads an intro index.html). I'll put it in the debug and let it sit so you can see. :)

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Re:Moolet Dogear Support

Posted by brian_williford - 2008/03/12 21:22

If you hit your site with the Firebug plugin in firefox you will see your template is throughing 6 errors that need fixed before you should try loading the moolet

I would put back the template mootools-release-1.11.js, then turn off the moolet then rehit the page with firebug, then I would fix each of those errors one by one, then turn the moolet back on.

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Re:Moolet Dogear Support

Posted by verzus.net - 2008/03/12 21:53

Thanks. I figured it was something along those lines. Had a different tool, but now using firebug. I'll get back to you once it's resolved. :)

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