

# UGXSMF v0.8.1-beta

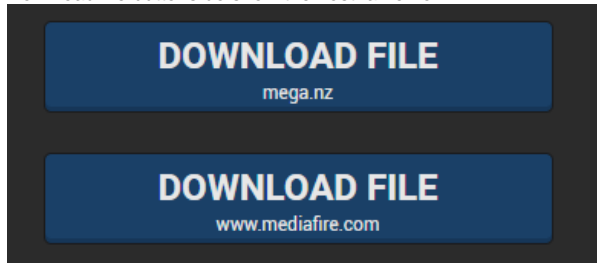
Date	01 Oct 2018
Issues	<a href="#">2 issues</a>
Status	RELEASED
Version	v0.8.1-beta
Version Mode	production ★

## Summary

This update fixes all known issues from the site overhaul release and some improvements were made.

## Important highlights from this release

- General Improvements
  - @mention user now uses a bcc tag instead of generating a link [user]uid[/user]
  - Registration form page 1 will distinguish the age restriction buttons better now
    - Also added an example and better instructions for a signed coppa form
  - Download file buttons do show the hostname now:



- Bugfixes
  - Fixed footer not staying at the bottom caused by wrong stage environment detection
  - Fixed a couple of typos
  - Fixed invalid html document caused by error in index file on <https://www.ugx-mods.com>
  - Fixed double scrollbar on code blocks
  - Fixed missing board icons
  - Fix coppa form "no access error" due to bug in SMF core
  - Fix attachments url (plugin bug) - download of attachments should be possible for all odd filenames again 🙄
  - Reduce reported error clutter in sentry
  - fixed a couple of js and php errors happening in rare cases
  - fix color scheme & emoji style selection and selected value display
  - user mention uses a new bcc tag + styling for it
  - removed stumbleupon from ugx\_share widgets
  - Fix critical bug in SEO Plugin which hopefully fixes malformed urls
  - Fix white pages with "content not found" - The normal 404 page will be shown now 👍
  - Error report sending will only be mentioned if it actually sent one.
  - fix white bg color in ckeditor select fields (now dark blue)
  - Enabled 3rd party social authentications (login & registration) (most of them)
  - Fixed cache issues with service worker and introduce a new update popup to reload all tabs at once
  - Fix page loading throbber does appear if you want to download a file
  - Fixed issue with email check on the registration form
  - CKEditor
    - Fixed CKEditor url paste caused a crash
    - CKEditor recognizes emojis from (pasted) Discord message and other tools properly now
    - On CKEditor crash the submit / save button is functional now and you can actually save content with the legacy editor
    - Image urls in CKEditor are decoded properly now (all images should be properly displayed now)
  - Fixed a couple of undefined variables in front & backend
- Development
  - We now use a local hosted instance (instead of google cdn) of workbox for our service worker to hopefully overcome some blocking issues
  - Updated to brand new stable released @sentry/browser sdk (replacing the legacy raven-js client)
    - CKEditor issues will be also reported to sentry now, which helps us to identify the root issue better 👍
  - Updated other dependencies as well
  - improved deployment by excluding Smileys & Emojis by default (reducing overall size of release package for faster deployments)

## All tickets for this release

Key	Summary	T	Created	Updated	Assignee	Reporter	P	Status	Resolution
UGXSMF-313	Fix bugs found in production deployment v0.8.0-beta		Sep 10, 2018	Sep 30, 2018	Alexander Diller	Alexander Diller		DONE	Fixed
UGXSMF-305	Add TLD to download buttons		Apr 26, 2018	Sep 30, 2018	Alexander Diller	Alexander Diller		DONE	Done


2 issues

(Not all changes are listed here, always check the highlights above)

## Known issues

- Supported Browsers / Devices
  - Currently only Firefox & Chrome has been heavily test.
  - Internet Explorer 11 & Edge has been partially tested.
  - There was no extensive testing on mobile devices yet
  - **We need your feedback if something isn't working on your device**
- HTML Emails:
  - Outlook has some quirks (odd spacing around the email) - Blame the developers of it for using the Word HTML rendering engine

## Whats next?

We will listen to community feedback as usual .

The focus is now on stability and maintenance for a while. **We look into performance and try to get rid of the 502 errors.**

More time into the [UGX Launcher](#) and [UGXPLAY](#) will be put and hopefully some new announcement about it will be made in the upcoming weeks.

To get a complete overview of our development plans, visit <https://www.ugx-mods.com/roadmap>