

# UGXSMF v0.8.2-beta

Date	12 Nov 2018
Issues	<a href="#">5 issues</a>
Status	RELEASED
Version	v0.8.2-beta
Version Mode	production ★

## Summary

This update fixes a couple of issues and introduces autosave for our texteditor (CKEditor).

## Important highlights from this release

- CKEditor improvements
  - Autosave for texteditor
    - content will be saved every 10s to your browser localStorage
    - content older than 24h will be deleted / ignored
    - content will be stored per board + topic or pm action.
      - that means you can technically store multiple posts, etc.
    - auto saved content will be cleared on submit for this particular content
  - A crash / error won't display the legacy texteditor now. Instead a warning box appears with information and you can manually trigger to launch the texteditor.
    - In most cases, the editor content will be copied to the legacy texteditor - **but** it sometimes can't do that if it crashed completely. Your content is then lost during the switch - but with the new autosave feature you could recover with a browser tab reload.
- Small improvements here and there
- Bugfixes
  - Fix issues with odd url encoding which broke hybridauth (social login) and probably other parts as well.
  - Fixed disallowed emotes check [hotfixed 03 Oct 2018]
  - Fixed rare case cases where the social login buttons were not displayed [hotfixed 03 Oct 2018]
  - Lots of reported sentry errors fixed. 👍
- System
  - new (good looking) http error pages which you hopefully should never see 😊

## All tickets for this release

Key	Summary	T	Created	Updated	Assignee	Reporter	P	Status	Resolution
<a href="#">UGXSM F-319</a>	<a href="#">Add CKEditor autosave capability</a>	↑	Oct 31, 2018	Nov 12, 2018	Alexander Diller	Alexander Diller	☰	DONE	Done
<a href="#">UGXSM F-318</a>	<a href="#">Better ckeditor crash handling</a>	↑	Oct 04, 2018	Nov 12, 2018	Alexander Diller	Alexander Diller	🏠	DONE	Fixed
<a href="#">UGXSM F-317</a>	<a href="#">Create root error &amp; maintenance page</a>	+	Oct 02, 2018	Nov 04, 2018	Alexander Diller	Alexander Diller	☰	DONE	Done
<a href="#">UGXSM F-316</a>	<a href="#">Resolve some issues with Social Authentication (hybridauth)</a>	🔴	Oct 02, 2018	Nov 12, 2018	Alexander Diller	Alexander Diller	☰	DONE	Fixed
<a href="#">UGXSM F-314</a>	<a href="#">Personal messaging bug - disallowed emotes</a>	🔴	Oct 01, 2018	Oct 03, 2018	Alexander Diller	Community Reporter	☰	DONE	Done

[5 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**
- 5xx errors
  - they are still but we might have a solution for this, which we deploy and then monitor for a bit

## 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 5xx errors (issues have been identified).**

The last update for this year will introduce a new feature and some improvements to the mobile / responsive view on the forum.

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>