

All MODs submitted to the MOD Database can be repacked if the MOD author agreed with this on submission of the MOD. A repack will be done when MOD team validator detects a basic problem within the MOD that prevents its approval. This will be only done when the issue is small. A case by case decision is made on when this is done. The MOD validation team leader has the final word over this decision.

This policy has been updated at Today 11:14:10, version \$Rev: 2944 \$.

When do we repack

We will, only repack if the MOD author gave us permission. When the MOD author didn't give permission, we deny the MOD for the issue that's found.

The general rule of thumb we use to decide if we repack is the next:

“In case it takes us, the MOD team, less time to repack the MOD as to re-validate it for this only issue, we repack”.

The following are some example problems that MODs have been repacked for in the past:

- A xHTML error.
- Packaging errors.
- Old MODX xsl.
- Using backticks in SQL queries.
- Missing <link> tags.

When we don't repack

We don't repack in the following cases, even if it requires simple changes. The reason for this is mostly because you didn't test the MOD yourself.

- The MOD can't be installed with AutoMOD. MODs need to be able to be installed with the latest AutoMOD release. If the installation failed we deny the MOD, unless an AutoMOD bug caused the failed installation.
This also includes installation errors because a new phpBB version is released.
- The MOD contains a parse error or PHP notice.
- The MOD doesn't work as expected.