

the handgestrickt netzwerk idea:

appropriately prices:

standard services: in connection to our own WCMS (which is a customized and patched Contenido), we developed a lot of packages that can already fit to your most common needs in a highly configurable way. the basic WCMS-package and all the additional packages are sold in single, fixed licences, which makes calculations very quick, easy and transparent, so in most cases you can already estimate the definite price. our current price list is provided on our website, but if the table is too complicated or time-consuming to read, just give us a call.

individual services: handgestrickt netzwerk is not cheap and not expensive. the price is worth the value. usually we take 45 EUR for 1 hour, which is a common price nowadays. if you want to have database-content included dynamically in VRML-3D-worlds, we might cost a little bit more, but just because of the higher level of difficulty.

cooperation:

your end-customer does not need to know we exist at all. you can provide our service as your service. this is the handgestrickt netzwerk idea. it includes:

you can take a commission on any handgestrickt netzwerk hourly rate or licence.

if the end-customer wants to have direct contact (some in-house IT-people want specs) you can generate an email-address and handgestrickt netzwerk will act as your employee.

some really great websites are named as references on our website. if you do not want this, we respect it.

handgestrickt netzwerk will never contact the end-customer. if necessary, we first talk to you and ask for explicit permission.

we always support you, when you have to make transparent offers. we calculate exact costs and give you detailed descriptions for your offers. most of our customers can copy&paste our offer into their offer.

we respect any form of bill you want. you can have paper-bills, fax and PDFs. additionally you can also decide the names and terms used in the descriptions. the details on our bills are scalable and depend on the customers wishes.

if we fix some bugs or misbehaviours in systems you can have a detailed description on what we did. you can also have a complete structure of steps for every job before we start.

most important: if something is going wrong - and it is human that things go wrong - and you might feel unhappy about handgestrickt netzwerk or there is any other problem, tell us in the first place, before things become complicated. most problems are based on a misunderstanding and can be clarified quickly.

summary:

there is so much more to say about the handgestrickt netzwerk idea, we could fill pages. we believe after some time, our customers always feel like dealing with an old friend. the personal relation and cooperation is the highest value for handgestrickt netzwerk. scalable transparency and respecting the customers wishes is as important as confidentiality.

the next page:

will provide you a lot of technical information, which might be all greek to you. in this case - probability 95% - leave this information for your system administrator.

specifications and services:

coding:

handgestrickt netzwerk tries to separate languages as strict as possible. we seldom mix up markup, formatting and scripting. this is why we use external files and template systems.
external files have several advantages. at first they are cached, speeding up the internet experience. second they make the code more clear. if CSS and JavaScript are separated from the markup, like XHTML, it is better to read and easier to work on in modern WYSIWYG-systems.
template systems separate the markup from the code. all dynamic things are organized through placeholders. this makes the code better readable for humans and WYSIWYGs and i18n easier.
handgestrickt netzwerks motto is: „the golden way between abstraction and pragmatism“. if something is done repeatedly, we abstract. if things become complicated, we structure and abstract. we can also provide „quick and dirty“, if demanded.

open-source:

we use open systems. if demanded we also provide services for proprietary systems, but usually we suggest our customers to use open-source systems. there are several advantages. some are the quick development, the good documentations, the highly-active forums all around the world and the low costs of third party licences.

barrier-free:

handgestrickt netzwerk propagates the use of barrier-free CSS 2.0 layouts, freeing the internet also for disabled and blind persons. proprietary visual system like FLASH are against the basic ideas of internet: information for everyone! this does not mean we do not like FLASH for raising the optical values of websites. but fully FLASHed sites are ignorant and OUT! usually, visiting handgestrickt netzwerk websites with Lynx is a charm, without any extra costs. this is our normal service!

security:

we are serious about security and never suggest insecure systems. our online-user-interfaces, like Contenido or horde always use HTTPS. we suggest our customers to use SFTP, SPOP3 and SMTP over TLS for maximum security. many people believe this is complicated, IT IS NOT. three buttons in Thunderbird and you are done. additionally we help our customers to create PGP- and S/MIME-keys for signing and encrypting emails.

dry facts:

markup: HTML, XHTML, WML, XML, XSL, XSLT, XPath, SVG, RDF, RSS, VRML, X3B, XSPF
formatting: CSS, XSL, barrier-free layouts (no tables)
client-side scripting: JavaScript, ActionScript, AJAX, JSON, Prototype.js, Rico.js, Scriptaculous.js
server-side scripting: Perl, PHP, SSI
database: MySQL, Postgres, DBI::DBD, PEAR::DB, phpMyAdmin, phpPgAdmin
i18n: smarty-template-engine, gettext, iconv, UTF-8
misc-specs: dTaus, MSN Protocol (different versions), Skype-API (dbus)
image: GD, ImageMagick
RFCs: HTTP, FTP, RPC, NFS, SMTP, MIME, PGP, S/MIME, iCal
open-source systems: Contenido, UBB, horde, bBlog, FCKeditor, PerlDiver, AWstats, Joomla, Plesk
windoze: ACL, IIS, Cygwin, MinGW, Msys, GnuWin32, Qemu
linux, BSD and OS X: Apache, ProFTPD, SaMBa, NFS, SSH, SSL, SFTP, SCP, SPOP3, TLS, Qemu, Q
misc: Perl::Tk, NET::dbus, XML::libxml, XML::libxslt, LWP::UserAgent