There aren't a lot of requirements for jPFChat to work on your site. There ARE some strong preferences for how your site is set up. The few we know must be in place are...

• A Joomla 1.5.x website. The more up to date your Joomla is... the more likely it is that you'll have very few problems.

Joomla 1.5.x includes MooTools natively. Joomla 1.0.x does not. jPFChat will most likely install and run on many Joomla 1.0.x websites. However... if MooTools is included with your Joomla 1.0.x template, or any module on your site... then there's a chance that the MooTools script being implemented on your site isn't the full MooTools library needed to run jPFChat. This will cause errors and problems.

- MySQL 5 preferred. This is not a strict requirement, although it seems that several MySQL 4 installations are configured with database settings that seem to cause issues of one sort or another. None of the MySQL 5 based installations we've been involved with have had any database related problems at all.
- a FEW Joomla templates and a handful of Joomla modules are using the jQuery javascript library... ANOTHER incompatible (with mootools) javascript library. We are aware of some conflicts when jQuery is used on the same page as jPFChat. If you can disable any modules that use jQuery for the jPFChat page... then that should solve any problems caused by jQuery based modules. If your Joomla template uses jQuery widgets of any sort (menu effects, sliders, tabs, etc) then there's not much we can do for you. Joomla is not meant to run with jQuery installed an active... just as it was not meant to run with Prototype installed and active.
- Community Builder and jPFChat seem to have some issues. The most notable are for the login process if you're using the CB login module rather than the regular Joomla login module. The currently logged in username isn't always properly picked up.

So... if you're experiencing any other issues... let us know some details. We would most likely want to see the problem symptoms for ourselves.