

# Default skins

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## 1. Introduction

Forrest supplies a collection of default skins which are configurable and so should meet the needs of most projects. The aim is to provide many capabilities so that extra skins are not needed.

## 2. Convention for choosing skin names

The skin names are based on playing with the word "skin". See our technique for choosing skin names. A name with "-dev" extension signifies that it is under development. There is no concept of versions of default skins. New skins have new names.

## 3. Skin descriptions and examples

### 3.1. pelt

Uses CSS "div" and no HTML tables.

Examples: Apache Forrest | Apache Lenya

### 3.2. view/viewHelper

This is the evolution of the "leather-dev" skin, to have contracts. It allows the user to provide their own implementations of contracts. The view is controlled by a config file that is easy to understand. It is still in development. Note: you need to have both plugins installed.

Examples: snapshot

### 3.3. tigris

This skin is based on version 1.1 of the style.tigris.org project. (It deliberately contravenes our skin naming convention.)

Examples: Core Computer Security Group

### 3.4. plain-dev

This is a very minimal skin to produce plain HTML documents. Such capability might be useful to generate a collection of documents for some off-line product's user help system.

Examples: snapshot

## 4. Old and deprecated skins

The following skins are retained for a little while longer, but are deprecated, so please move to one of the other skins.

### 4.1. forrest-site

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This is the old skin that we have been dragging around since early days. Uses HTML tables.

Examples: Apache XML

## **4.2. krysalis-site**

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Uses HTML tables.

Examples: