# **Default skins**

# **Table of contents**

1 Introduction	2
2 Convention for choosing skin names	2
3 Skin descriptions	
3.1 pelt	
3.2 leather-dev	
3.3 tigris	
3.4 crust	
3.5 plain-dev	2
4 Old and deprecated skins	
4.1 forrest-site	
4.2 krysalis-site	

#### 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 <u>choosing skin names</u>

(http://svn.apache.org/repos/asf/forrest/trunk/src/core/context/skins/new-skin-names.txt) . 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

#### 3.1. pelt

Uses CSS "div" and no HTML tables. During its earlier development, this skin used to be called "css-style-dev".

#### 3.2. leather-dev

This is the evolution of the "pelt" skin, to have naming conventions for css elements. It is still in development.

#### 3.3. tigris

This skin is based on version 1.1 of the <u>style.tigris.org</u> (http://style.tigris.org/) project. (It deliberately contravenes our skin naming convention.)

#### 3.4. crust

Uses HTML tables. This skin used to be called "forrest-site" which evolved to become "krysalis-site" and is now "crust".

## 3.5. 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.

# 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

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

# 4.2. krysalis-site

This old skin.