

forrest:views concept (Draft -feature planed for 0.8)

Table of contents

- 1 Introduction..... 2
- 2 Background..... 2
- 3 Definition of naming conventions.....2
- 4 leather-dev.....2

Warning:

This document is heavily under development

1. Introduction

Like stated in the [Skin documentation file](#) the aim of the forrest skins is to provide many capabilities so that extra skins are not needed. Our experience showed that many forrest user had to create a new skin because the default skin did not offer the feature their wanted to use. That leaded us to develop a new concept of creating skins that would be easily extensible by a user.

The aim of the upcoming "forrest:views" skinning concept is to provide a flexible framework for creating site and page specific layout in different formats.

2. Background

The problem with the forrest skins so far has been that "only" the design changed (html-skeleton), but still we had to write a completely new skin and implement all functionality. Another problem was that the functionality was not easy extensible by a user. Then we decided to support the a standard regarding naming conventions for css elements. This standard has been developed on the [OSCOM website](#), where you can find some more background informations.

3. Definition of naming conventions

"A naming convention is an attempt to systematize names in a field so they unambiguously convey similar information in a similar manner." [wordiq-definition](#)

4. leather-dev

That leaded to the development of the "leather-dev" skin which established a semantic container approach for div elements. The problems with leather-dev was pointed out on the mail [status on leather-dev?](#)