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

3. Skin descriptions

3.1. crust

Uses HTML tables.

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

3.2. pelt

Uses CSS "div" and no HTML tables.

During its earlier development, this skin used to be called "css-style-dev".

3.3. tigris

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