

# 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

### 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 [style.tigris.org](http://style.tigris.org) project. (It deliberately contravenes our skin naming convention.)

### 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.

## 4. Old and deprecated skins

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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.

#### **4.2. krysalis-site**

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Uses HTML tables.