# How to use the forrest:view config-DSL

This How-To describes the usage of the forrest:view config Domain Specific Language to create beautiful website in no time.

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#### 1. Intended Audience

This part of the views is dedicated to webdesigner and user with some knowlegde of css.

## 2. Purpose

This how-to will show you how to write a forrest:view from ground on. We will focus on html as output format. As well it will show how to add your own css implementation to the view.

## 3. Prerequisites

• You have a ready-to-go new seed based on views (like described in Install views).

# 4. Steps

We developed forrest:view to let the user decide where to place elements in e.g. html-pages. We started this work with the skinconf.xml where you could configure certain elements and their positions. This elements was known under certain names. It was up to the skin-designer to support this configuration and the elements.

The work started with grouping elements (the ones from skinconf). We used css-contracts that we added as @attributes e.g. <div id="content-main"/> . That made it possible to use the same elements in different skins. For the full list refer to the inicial contract list

Around this contracts we developed a configuration Domain Specific Language and called it forrest:view. forrest:view's allows us to define the order in which forrest:contract's appear, and also to group them using forrest:hook's.

forrest:hook's are container that are only used for layout reasons. They **do not** add any content nor functionality to the output. They add **only** layout information to the output.

forrest:contract's are functionality or extra content that a skin can use to display the requested document (content-main). Sometimes a contact delivers format specific markup, other times it delivers a format-independent string.

#### 4.1. Empty view file

forrest:view is designed to be open for any format that can use forrest:view as configuration file. The only format we implemented is xhtml for now. This is as well true for the delivered contracts.

Now lets start to skin our site. :)

#### 4.2. Using contracts

To start your skin you need to know which contracts you can use.

cd ~/src/newSeed forrest seed mkdir src/documentation/conf