

forrest:views (Draft - feature planned for 0.8)

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Note:

An introduction and background information

1. Introduction

As stated in the [Skin documentation](#) the aim of the Forrest skins is to provide many capabilities so that extra skins are not needed. Experience showed that many Forrest users decided to create a new skin because the default skin did not offer the features that they wanted. We introduced skinconf.xml where the user could configure some features of skins but it was up to the skin to support it. That led us to develop a new concept of creating skins that would be more easily extensible by a user.

The aim of the "forrest:views" concept is to provide a flexible framework for creating site and page specific layout in different formats. Further it is a filter that limits the data-model to a minimum by only requesting what the strucuter (e.g. default.fv) need.

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 easily extensible by a user. We also decided to support a standard regarding naming conventions for css elements. This standard has been developed on the [OSCOM website](#), where you can find some more background information.

3. Definition of naming conventions

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

4. leather-dev

That led 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?](#)".

5. Further information

Apache Forrest 1.0 Specification (Draft, not yet published):

site-author/content/xdocs/TR/2005/WD-forrest10.html

See the various How-to documents about views, starting with [installing views](#).