

# 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. This document explains those default skins.

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>) .

## 2. crust

Uses HTML tables.

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

## 3. pelt-dev (under development)

Uses CSS "div" and no HTML tables.

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

## 4. tigris

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