

Status of Themes: Skins and Dispatcher

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1. Skins

"Skins" is the term used to describe the current method for adding navigation and menu information to the content of a page and applying a consistent theme for layout, colours, etc. The ["pelt" skin](#) is the only one that the Forrest project is maintaining. It is configurable enough to meet many purposes. There is an ability for users to create their own skins, although we have not encouraged that.

For the Forrest-0.8 release, skins are still available and are still the main mechanism. No effort has been made to enhance skins.

2. Dispatcher

"Dispatcher" is the term used to describe a new method which aims to be a more flexible and complete solution to build a reliable common structure for documents, incorporate other content, and provide hooks for applying themes. Although strong progress has been made, it is still under development. We encourage developers to use Dispatcher and contribute to its development. See the howto [Dispatcher Quickstart](#) and [Dispatcher Development](#).