

forrest:views concept (Draft - feature planned for 0.8)

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Warning:

This document is heavily under development

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. 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.

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

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