

Skin packaging, provision, and use

Automated distributed skin packages

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1. Overview

Skins are standard zip archives with a *.zip extension. This enables them to be unpacked and installed automatically.

To publish a skin:

```
1 - forrest package-skin
The skin package will be made in the skin dir, next to the custom skin.
2 - place the file in a directory on a web server
3 - ask forrest-dev to add the url and the skin name to the list of skins
```

To use a custom skin with automatic download:

```
1 - set the skin property in forrest.properties to the name of the skin
2 - forrest install-skin
3 - forrest
```

Currently there are two test skins: "testskin" and "testskin2"

To see the names of the remote skins:

```
forrest available-skins
```

2. Notes

The skin will get blown away by the next 'build clean' in xml-forrest. But that is okay because it is so quick to go get another copy. Also it may be preferable to get a fresh copy. If the user wanted to keep the skin and perhaps enhance it, then they can copy it to their project.