

# Iconem Website

## 1. Howtos

### 1.1. Add a project to the main page

1. Go to the folder `./data/projects` and copy any of the existing `.json` file into `${new-project}.json`.
2. Modify each field of the file to fit your needs :

- **modalID\*** : An identifier for the project
  - **title\*** : The project's title (in French & in English)
  - **date** : The project's date
  - **category** : The project's category (ex: "Exhibition")
  - **thumbnail\*** : The photo that should appear on the main page
  - **img\*** : A list of images to display on the project's page (in appearing order)
    - **img.src\*** : the location of the image
    - **img.caption** : the image's description (in French & in English)
  - **video** : A list of links to Youtube/Vimeo videos to display on the project's page
  - **models** : A list of links to Sketchfab models to display on the project's page
  - **description\*** : The project's description (in French & in English)
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- **!/\** All fields marked with **\*** are mandatory.
  - **!/\** modalID **MUST** be different from the other projects'
  - **!/\** Images should be located in the folder `./static/img/projects/${new-project}`
  - **!/\** The thumbnail image should
    - be 720x405px
    - be desaturated (cf .psd files in the folder `./templates`)
    - be in .jpg format, with 75% compression
  - **!/\** The project images should
    - be 1920x800px(landscape) or 608x1080px (portrait)
    - be in .jpg format, with 75% compression
  - **!/\** Don't forget the `"/embed"` at the end Sketchfab links

1. Add your new project's file name into the file `./data/carousel/projectList.json`. The projects are displayed according to this list's order. For example, if you want to add your `${new-project}.json` in third, `./data/carousel/projectList.json` should look like :

```
[  
  "01",  
  "02",  
  "${new-project}",  
  "03",  
]
```

```
"04",  
"05",  
"06",  
"07"  
]
```

## 1.2. Add a project to the map

Map projects are listed by country in the folder `./data/map`. There is one file per country, that looks like :

- **name\*** : The country's name (in French & in English)
- **places\*** : A list of regions/cities where projects took place
  - **place.name\*** : The place's name, in French & in English (ex : "Aleppo/Alep")
  - **place.sites\*** : A list of sites in this place
  - **place.site.name\*** : The site's name, in French & in English (ex : "Citadel/Citadelle", "Old City/Vieille Ville", etc)

/!\ Country files should be named `${countryID}.json`, with `${countryId}` the id of the corresponding svg map element

## 1.3. Add a client to the main page

1. Go to the folder `./data/clients` and copy any of the existing `.yaml` file into `${new-client}.yaml`.
2. Modify each field of the file to fit your needs :

- **name\*** : The client's name
- **link** : A link to the client's website
- **icon\*** : The location of the client's logo (with "website-friendly" colors => white)
- **icon\_active\*** : The location of the client's logo (with "real" colors)
- /!\ All fields marked with \* are mandatory.
- /!\ Logos should be located in the folder `./static/img/clients`
- /!\ The logos should
  - be in `.png` format (with transparent background)
  - be 100x50px

Clients are displayed in `./data/clients` file order.

## 1.4. Add a partner to the main page

Idem clients, but in folder `./data/partners`.

## 1.5. Modify team members

1. Go to the folder `./data/team` and copy any of the existing `.json` file into `${new-person}.json`.
2. Modify each field of the file to fit your needs :

- **name\***
- **job\*** (in French & in English)
- **img\*** : The location of the photo (black & white)
- **img\_color\*** : The location of the photo (color)
- **description\*** (in French & in English)
- **!/\ All fields marked with \* are mandatory.**
- **!/\ Photos should be located in the folder `./static/img/about/team_members`**
- **!/\ The photos should be 300x300px**

## 1.6. Modify texts

Main page's texts can be found in the file `./config.toml` (in French & in English). Other page's texts can be found in `./data` files. For example, the "Hardware" page's text is in

`./data/about/hardware.yaml`.

## 1.7. Troubleshooting

If your modifications are not visible on the local server, you may have made a mistake in one of the `/data` files (comma or double-quote forgotten, etc). Check the powershell : it will display "BUILD FAILED".

Most of errors are highlighted on Sublime Text. If one of your JSON file is wrong and errors are not highlighted, copy-paste the entire JSON file into <https://jsonlint.com/>. It will indicate you all the errors.

# 2. Developer's guide

## 2.1. Installation

This site was built using Hugo `v0.32.4` for windows.

To launch the dev mode : `hugo server`.

## 2.2. Folder organization

- **\_mockups** : Mockups & .psd for image generation (not used by Hugo for building site)
- **archetypes** : Generic Hugo folder. Useless here but should be kept.
- **content** : Generic Hugo folder. Useless here but should be kept.
- **data** : Front-matter files.
- **layouts** : GoJS/HTML templates.
- **static** : Static files.
- **config.toml** : Main configuration file (baseUrl, languages, sections, etc)

## 2.3. Add a language

In `./config.toml`, search for any field of the type `[languages.en.$param]`. Simply copy it under the name `[languages.$language_code.$param]` to add a new language to the site.

## 2.4. Deploy Site

Iconem website is currently hosted as a github page (see [here](#) and [here](#)) on <https://iconem.github.io/IconemWebsite>.

The English version is available at <https://iconem.github.io/IconemWebsite/en> and the French one at <https://iconem.github.io/IconemWebsite/fr> (cf params baseUrl in config.toml => DONT CHANGE THESE VALUES)

A redirection is made from OVH to make site available on <https://iconem.com> (english version) and <https://iconem.fr> (french version).

To deploy changes : - Stop hugo dev server - Erase /docs folder - Build site into docs folder : `hugo -` Commit and push to master branch The changes will then be automatically deployed within 2-5 minutes.