



Week 7

CMS Templating

Advanced Responsive Web Design

< Todo's >

15-Minute Scrum

Thurs: Cross team 15-minute Scrum

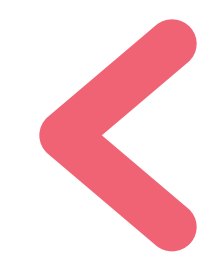
Chris: Templating & Tower Lesson

Thurs: Sprint #3

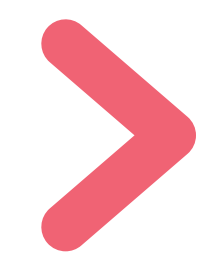
Lisa: Atomic Design (Finish)

Thurs: Erik (Content Strategy)





Lisa - Atomic Design



< CMS Templating >



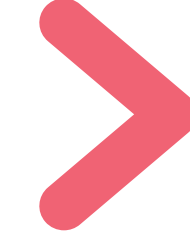
< CMS Templating >

Replacing static content in HTML with fields, so that the content can be updated from within the CMS rather than code.





Process

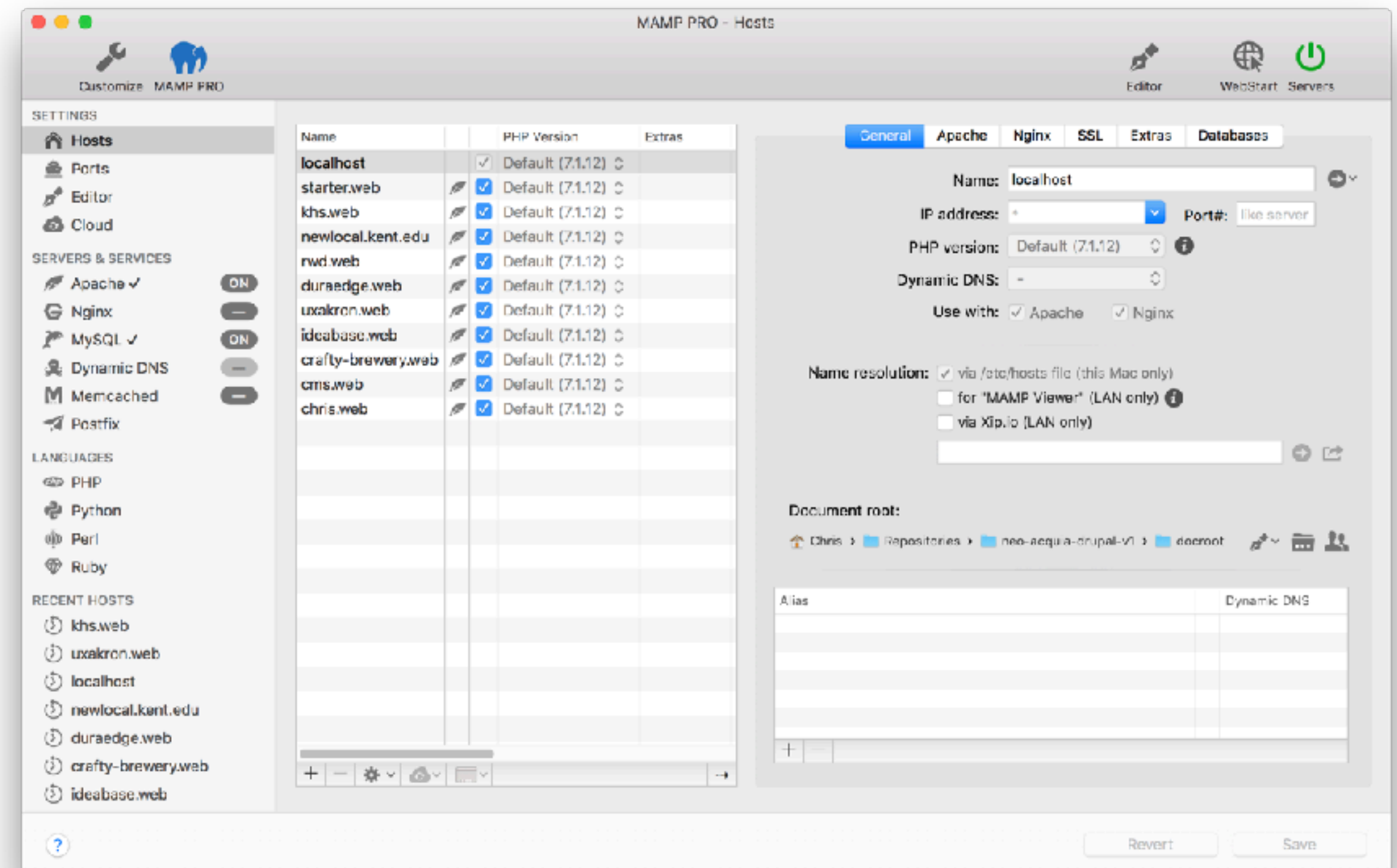


1. Create static HTML and CSS
2. Create a section and place fields into that section
3. Replace the field name using {{ field name }} in your HTML



< Hands-On >

Open Up Mamp Pro and
click Start





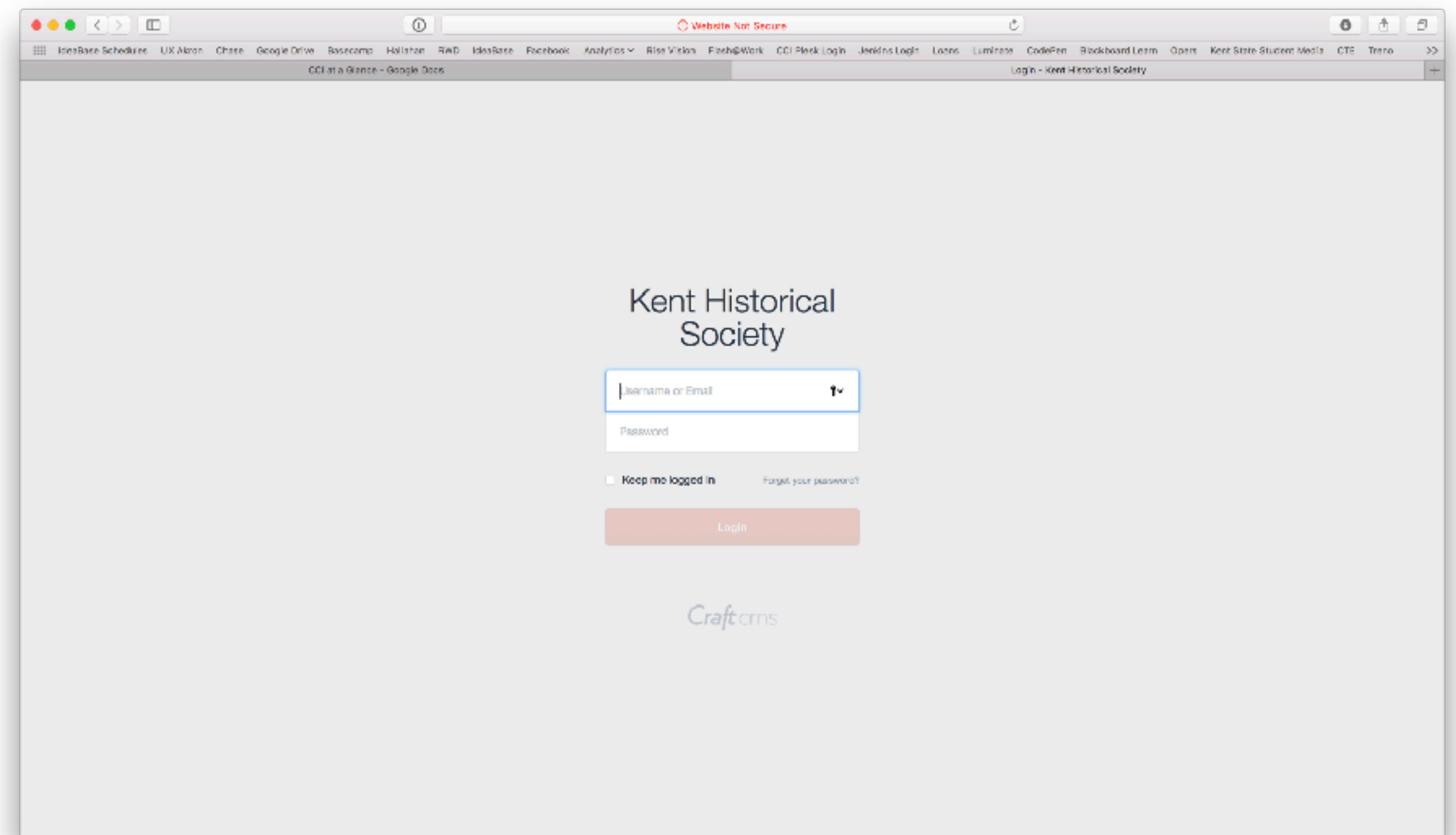
Hands-On



Open Your Browser and go to

<http://khs.web/admin>

log in with the account you created in a previous class.

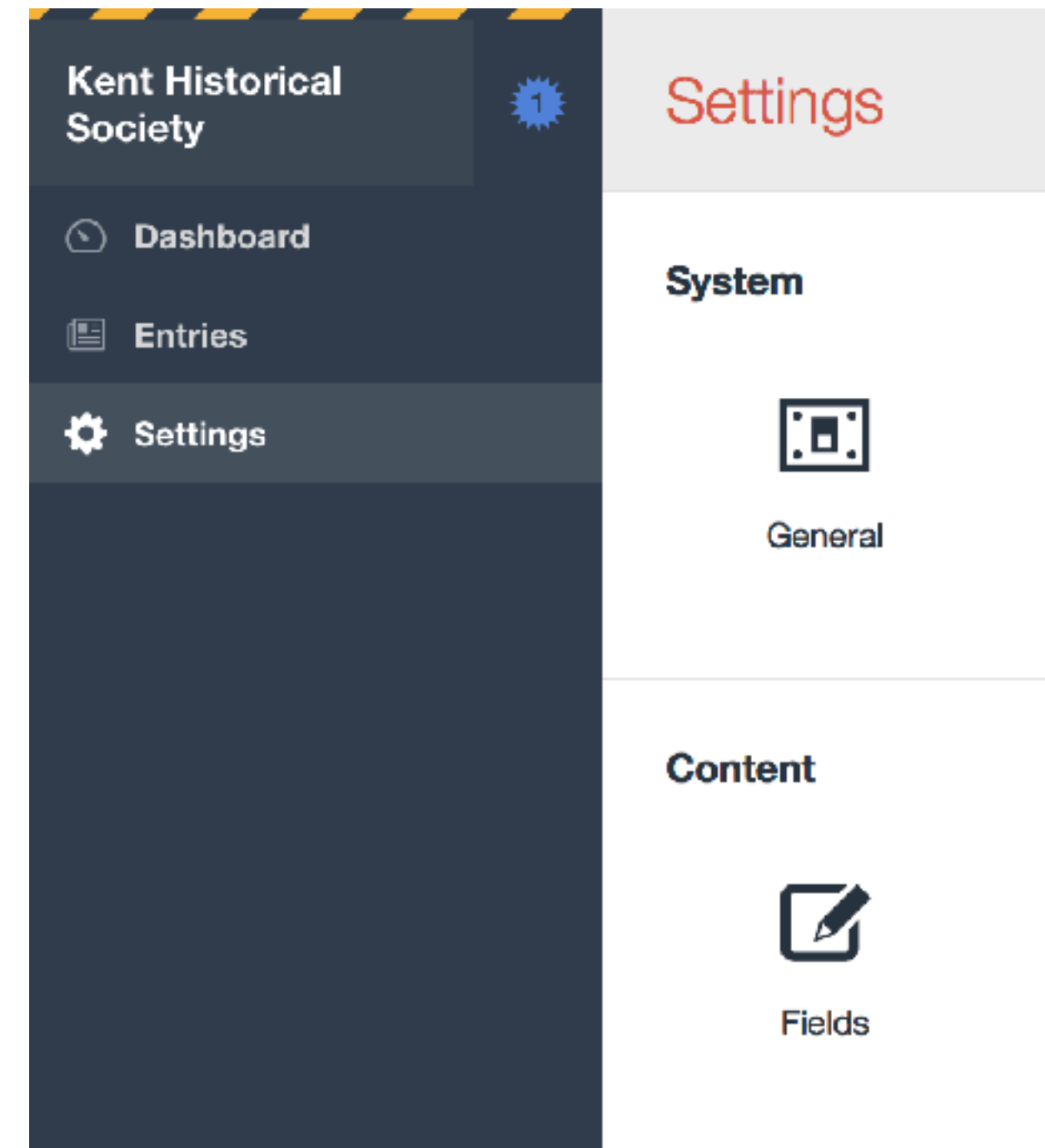




Hands-On



Go to Settings > Fields





Hands-On



Click New Field

Call the field “Teaser Text”
and handle “teaserText”

Click Save

Settings > Fields > Default >

Teaser Text Save

Group
Which group should this field be displayed in?

Default ▾

Name •
What this field will be called in the CP.

Teaser Text

Handle •
How you'll refer to this field in the templates.

teaserText

Instructions
Helper text to guide the author.

Field Type
What type of field is this?

Plain Text ▾

⚠ Changing this may result in data loss.

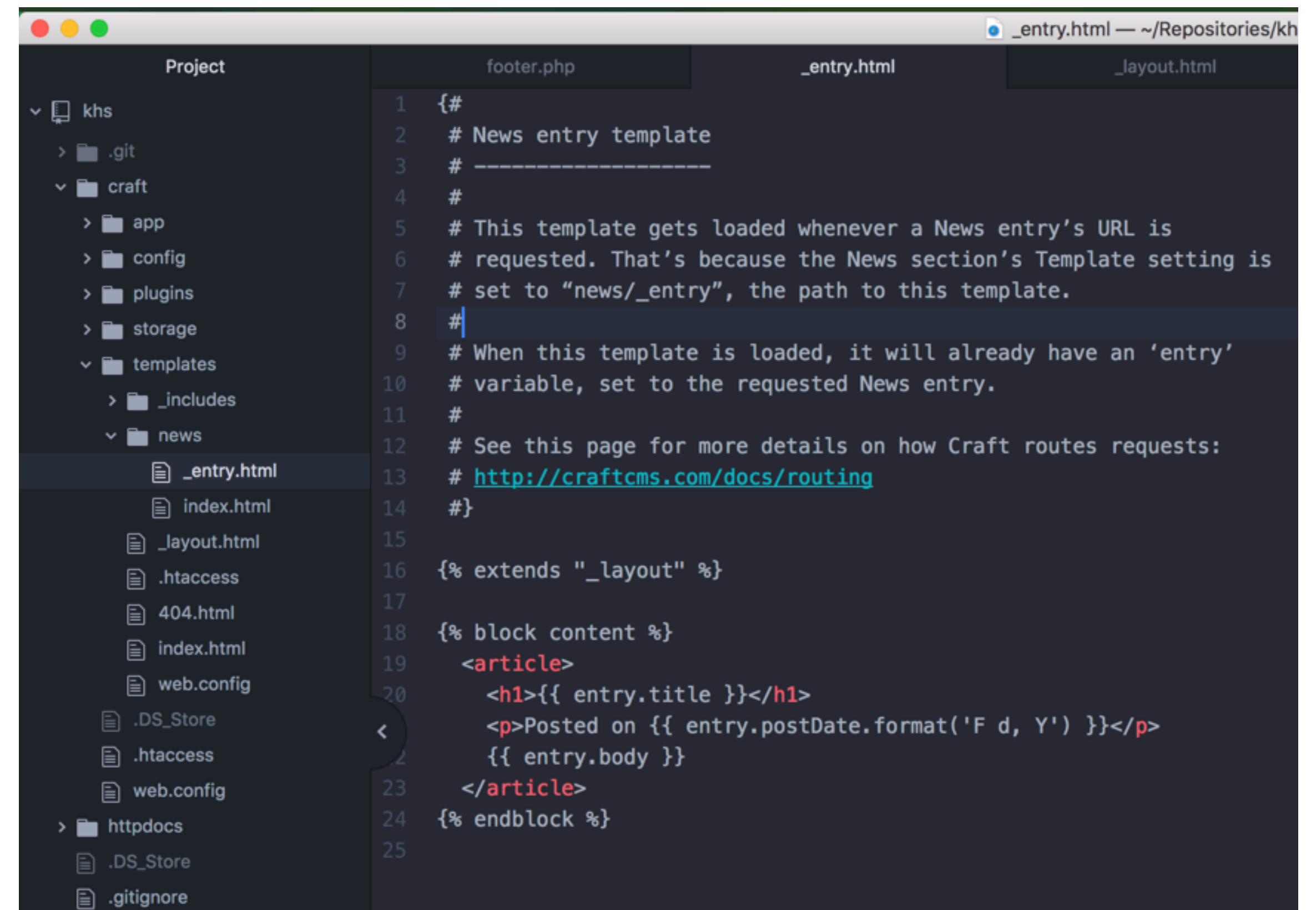


< Hands-On >

Open up Atom

Open up your KHS folder

Find the file craft / templates
/ news / _entry.html



The screenshot shows the Atom code editor interface. On the left, the 'Project' sidebar displays a file tree for a repository named 'khs'. The tree structure is as follows:

- khs
 - .git
 - craft
 - app
 - config
 - plugins
 - storage
 - templates
 - _includes
 - news
 - _entry.html** (selected)
 - index.html
 - _layout.html
 - .htaccess
 - 404.html
 - index.html
 - web.config
 - .DS_Store
 - .htaccess
 - web.config
 - htdocs
 - .DS_Store
 - .gitignore

The main editor area shows the content of the selected file, `_entry.html`. The code is a Craft CMS template with the following content:

```
1 {#
2 # News entry template
3 # -----
4 #
5 # This template gets loaded whenever a News entry's URL is
6 # requested. That's because the News section's Template setting is
7 # set to "news/_entry", the path to this template.
8 #
9 # When this template is loaded, it will already have an 'entry'
10 # variable, set to the requested News entry.
11 #
12 # See this page for more details on how Craft routes requests:
13 # http://craftcms.com/docs/routing
14 #}
15
16 {% extends "_layout" %}
17
18 {% block content %}
19     <article>
20         <h1>{{ entry.title }}</h1>
21         <p>Posted on {{ entry.postDate.format('F d, Y') }}</p>
22         {{ entry.body }}
23     </article>
24 {% endblock %}
25
```



< Hands-On >

Add the new field into the news template under the H1

```
<h2> {{ entry.teaserText }} </h2>
```

```
13 # http://craftcms.com/docs/templating
14 #}
15
16 {% extends "_layout" %}
17
18 {% block content %}
19     <article>
20         <h1>{{ entry.title }}</h1>
21         <h2>{{ entry.teaserText }}</h2>
22         <p>Posted on {{ entry.postDate.format('m/d/Y H:i') }}</p>
23         {{ entry.body }}
24     </article>
25 {% endblock %}
26
```





Hands-On



Go to back to Craft Settings
> Sections

Click “Edit Entry Types”
beside News

Drag up the field called
Teaser Text

Save

☒ Show the Title field

Title Field Label *

What do you want the Title field to be called?

Title

DESIGN YOUR FIELD LAYOUT

CONTENT ⚙

TEASER TEXT ⚙

BODY *

TAGS ⚙

+ NEW TAB

...OR USE ONE OF YOUR FIELD GROUPS AS A STARTING POINT





Hands-On



Go to the Entries section in Craft's sidebar

Edit the news entry “We Just Installed Craft”

Add some teaser text (whatever you want)

Click Save

The screenshot shows the Craft CMS interface for editing a news entry titled "We just installed Craft!". The breadcrumb trail at the top is "Entries > News >". The entry is currently set to "Current". A red "Save" button is in the top right corner. The main content area is divided into three sections: "Content", "Teaser Text", and "Body". The "Content" section is currently selected. The "Title" field contains "We just installed Craft!". The "Teaser Text" field contains "Sup? This is some teaser text.". The "Body" field contains "Craft is the CMS that's powering Khs.web. It's beautiful, powerful, flexible, and easy-to-use, and it's made by Pixel & Tonic. We can't wait to dive in and see". To the right of the main content area is a sidebar with a "Live Preview" button and a "Share" icon. Below these are fields for "Slug" (we-just-installed-craft), "Post Date" (1/10/2018 5:16 PM), "Expiry Date", and "Enabled" (a toggle switch). At the bottom of the sidebar is a "Delete" button. The footer of the sidebar shows "Date Created" (1/10/2018 5:16 PM) and "Date Updated" (2/27/2018 4:41 PM).

Entries > News >

We just installed Craft! Current ▾

Save ▾

Content

Live Preview ↗

Title *

We just installed Craft!

Teaser Text

Sup? This is some teaser text.

Body *

<> ¶ B / ☰ ↺ — ↗

Craft is the CMS that's powering Khs.web. It's beautiful, powerful, flexible, and easy-to-use, and it's made by Pixel & Tonic. We can't wait to dive in and see

Slug we-just-installed-craft

Post Date 1/10/2018 5:16 PM

Expiry Date

Enabled ☒ Delete

Date Created 1/10/2018 5:16 PM

Date Updated 2/27/2018 4:41 PM





Hands-On



Click the Right arrow to view
the news article

You'll now see your new text
added.

Kent Historical Society

We just installed Craft!

Sup? This is some teaser text.

Posted on January 10, 2018

Craft is the CMS that's powering Khs.web. It's beautiful, powerful, flexible, and easy-to-use, and it's made by Pixel

This is even more captivating content, which you couldn't see on the News index page because it was entered after the first page.

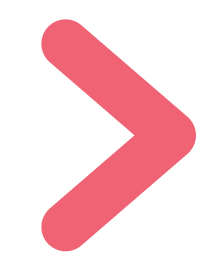
Craft: a nice alternative to Word, if you're making a website.

Copyright 2018 Khs.web. All rights reserved • Built with [Craft](#)





Committing Changes



< Committing Changes >

Right now, any changes you've made to your HTML, CSS and JavaScript live only on your **LOCAL** computer.

They must be committed and “pushed” to sync to everyone else's computers as well as the **PRODUCTION** website.



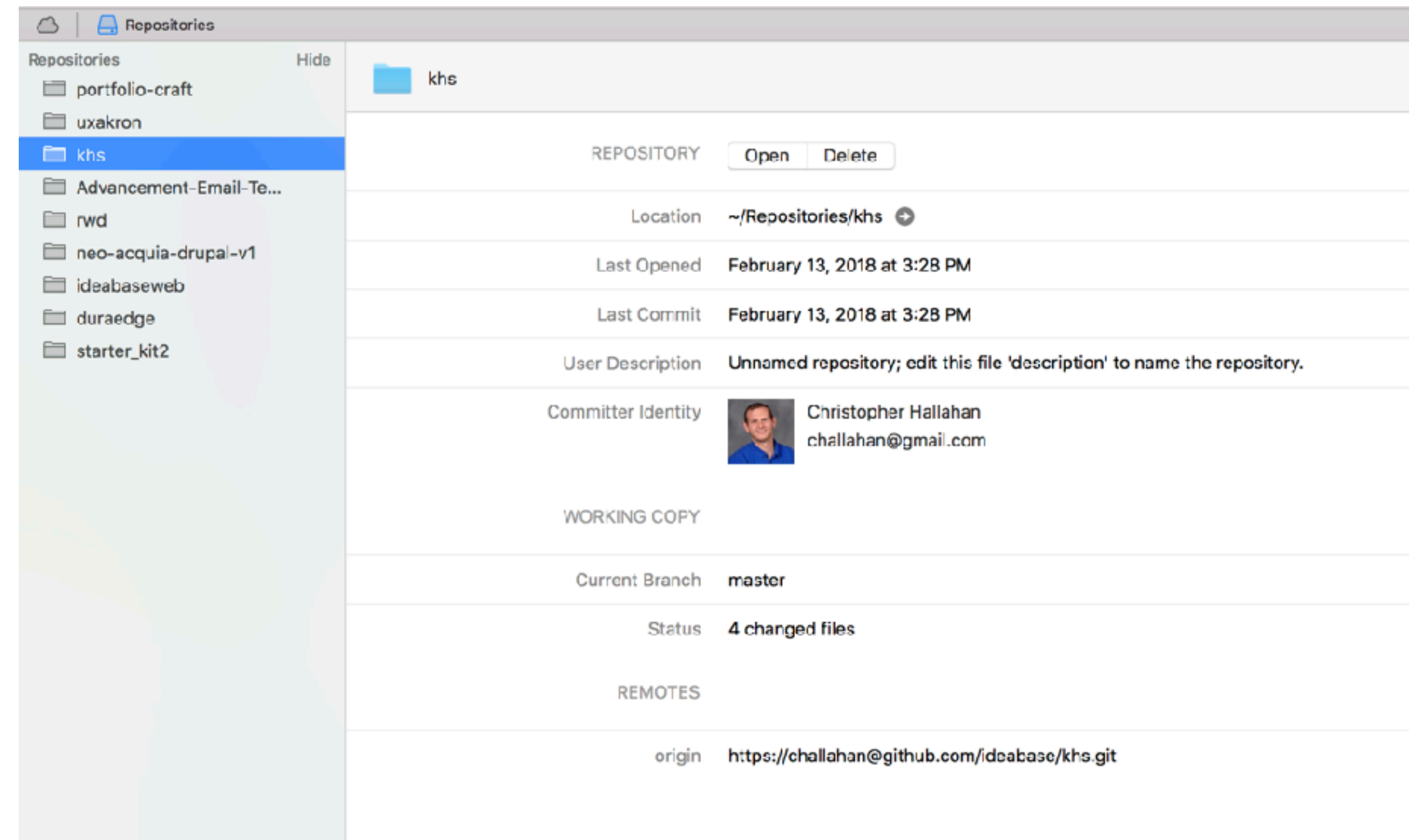
< Commit Process >

Make any code change and Open **Tower**



< Commit Process >

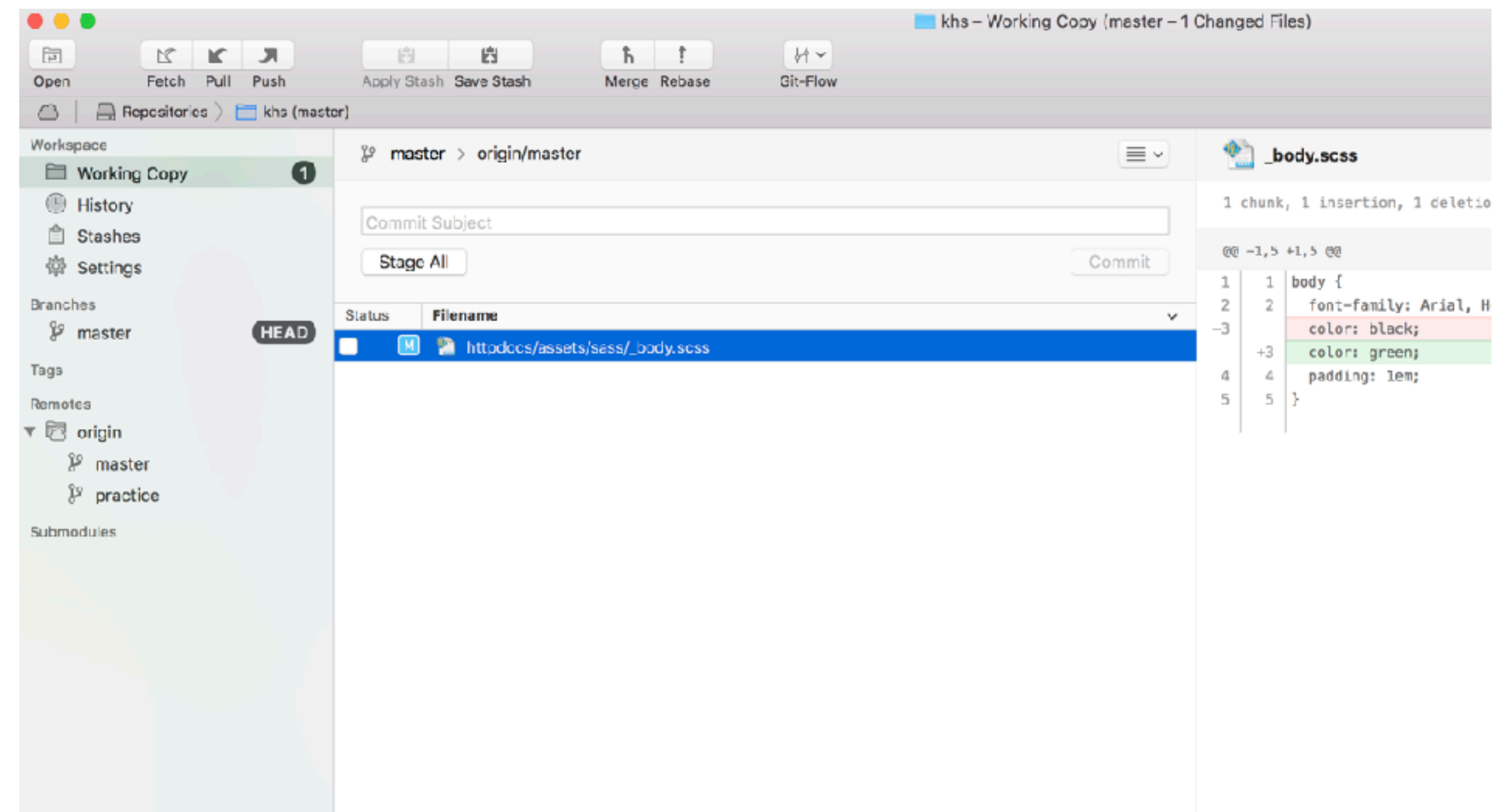
Double click the client project (KHS)



< Commit Process >

If you've made a change to a file, you'll see all of the changes listed.

In this example, there's 1 change pending.

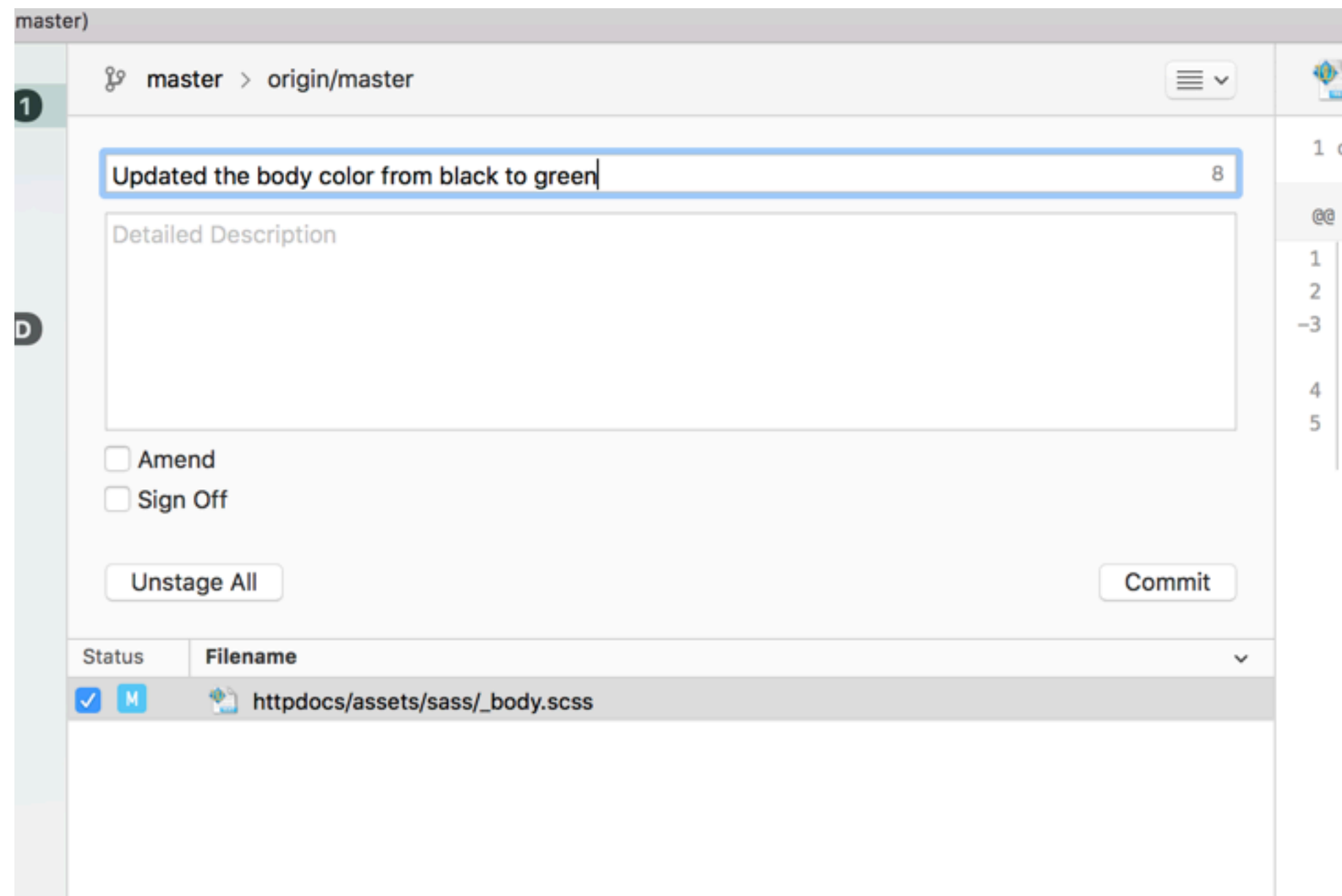


< Commit Process >

Check the box next to Status of the changes you want to commit.

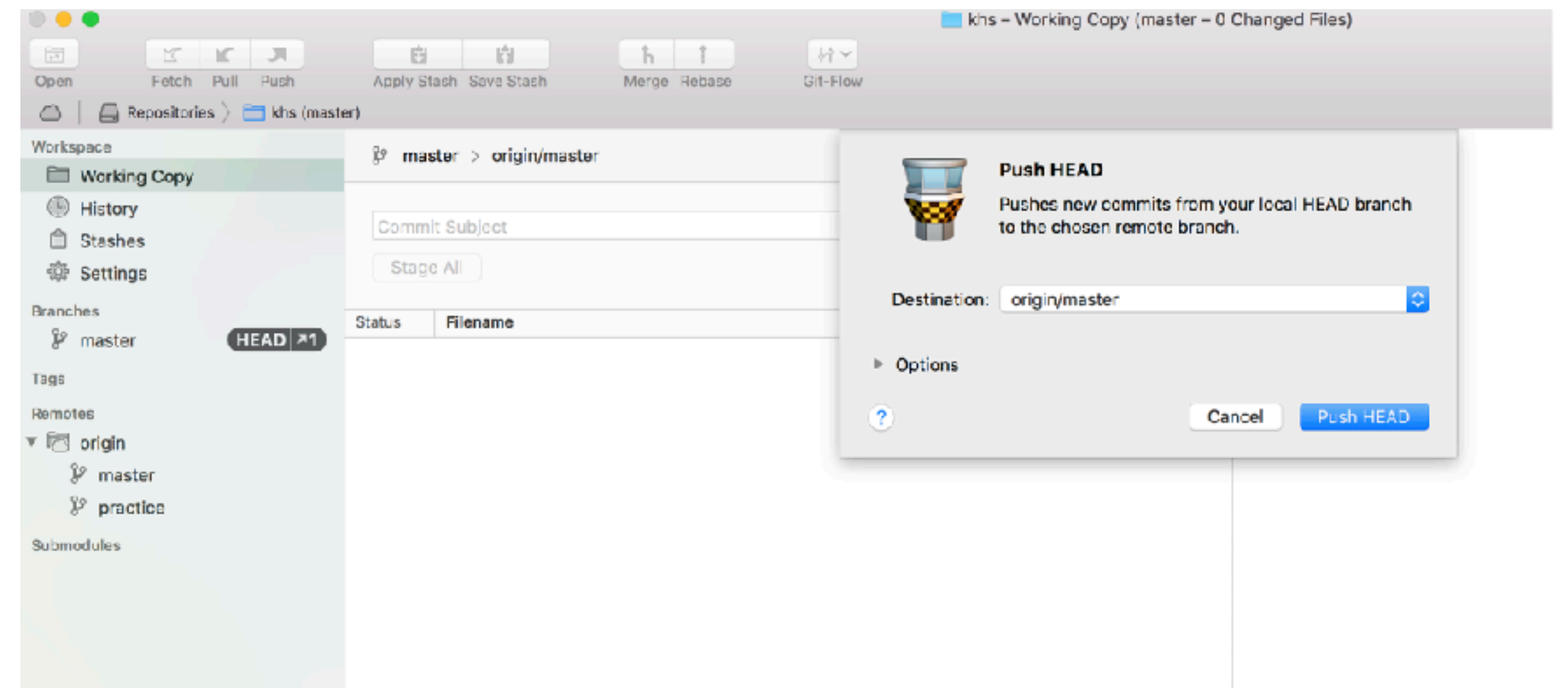
Type a message in the Commit Subject.

Click Commit.



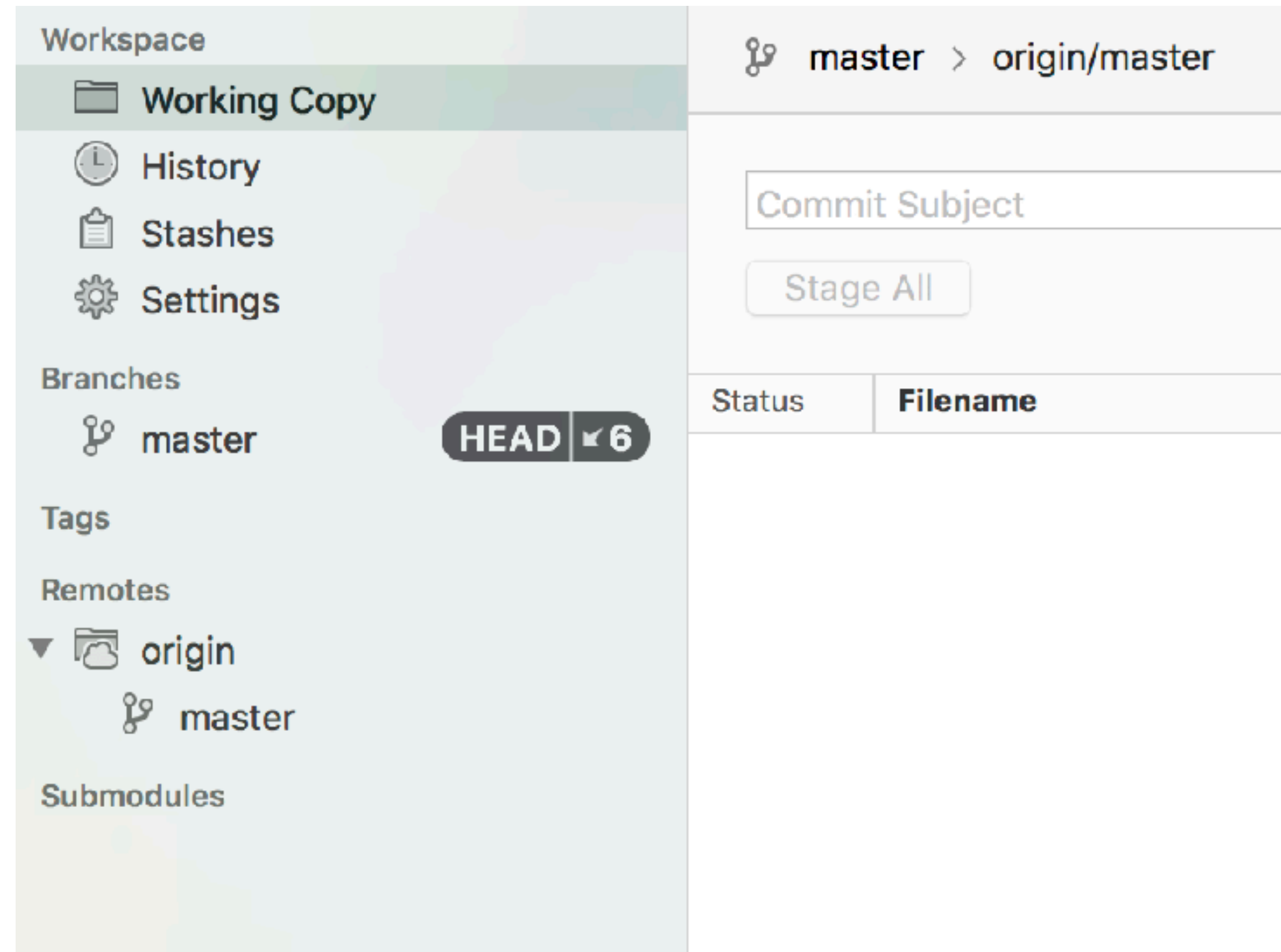
< Commit Process >

Click the Push button at the top and Push HEAD. This actually Pushes the change to production.



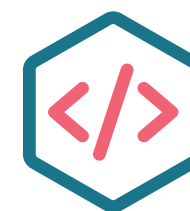
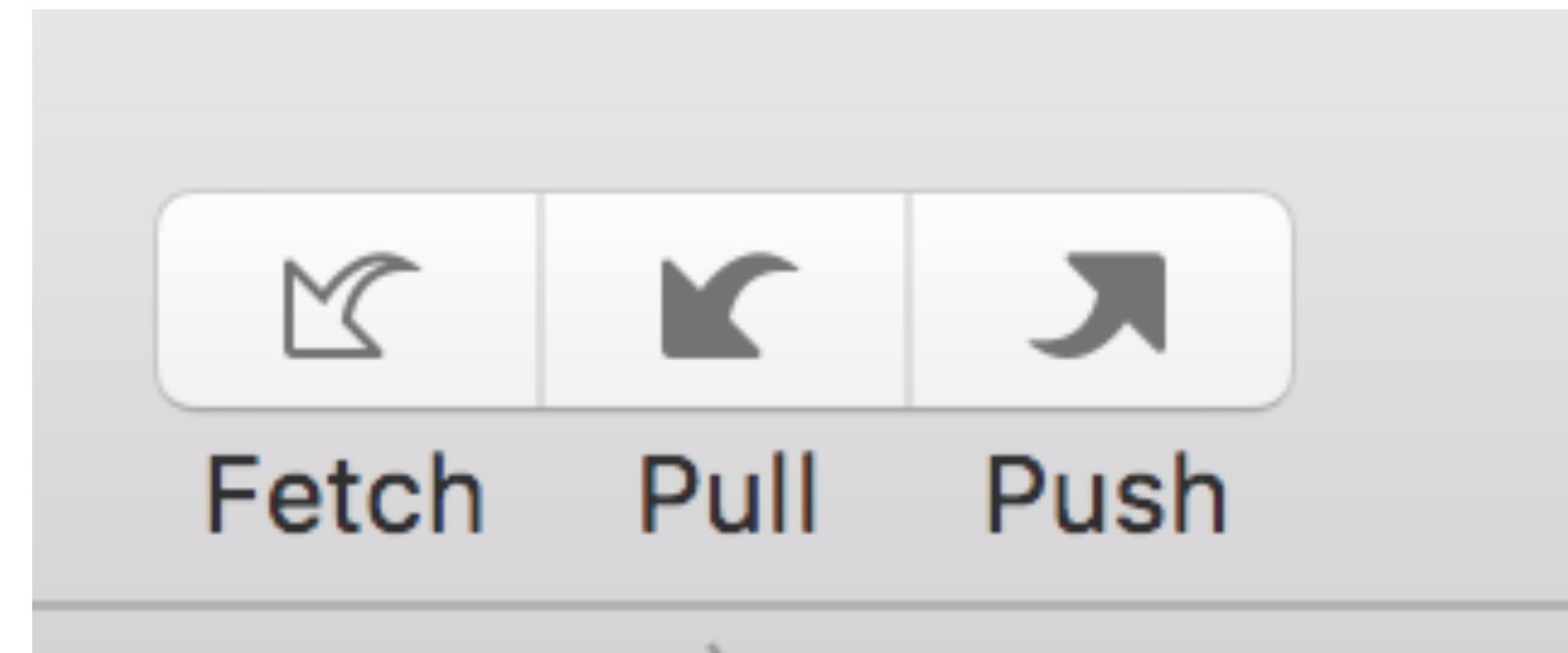
< Commit Process >

If a change was made by someone else, you'll see an a DOWN arrow by Master.



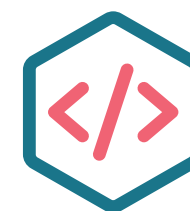
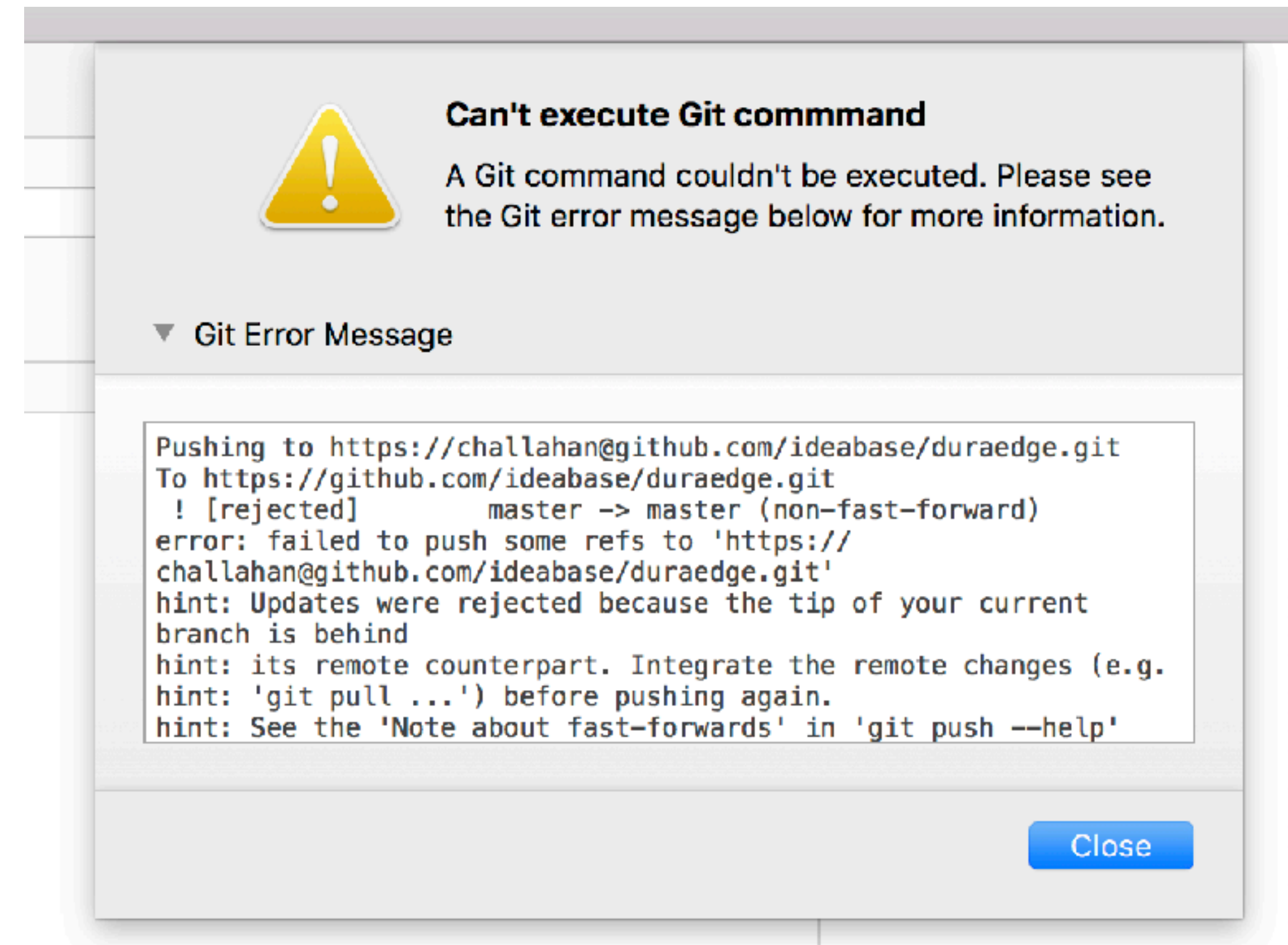
< Commit Process >

Click PULL to copy the updates to your computer.



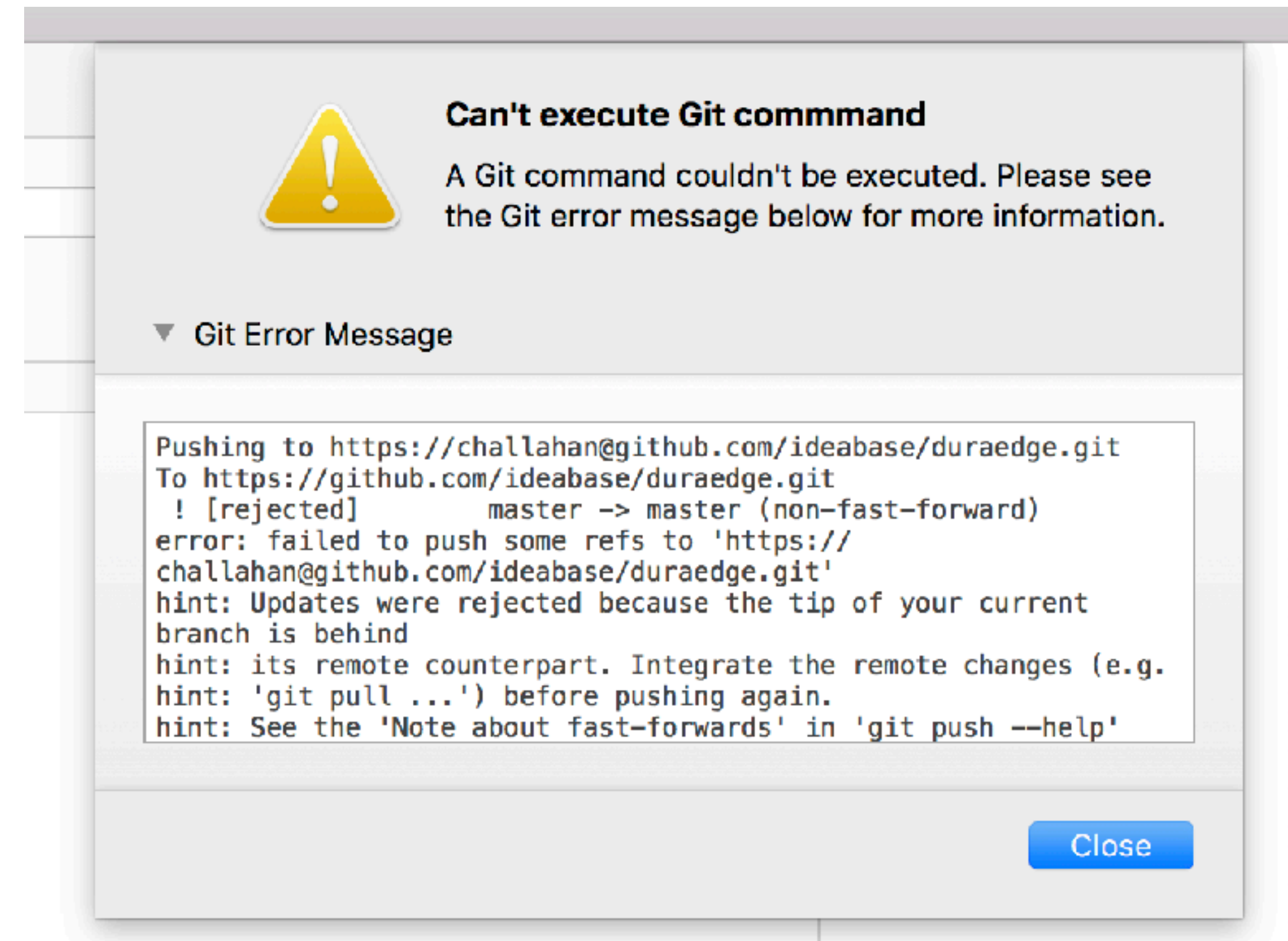
< Commit Process >

If changes need to be
Pulled and you try to
Push, you'll get an error
message.



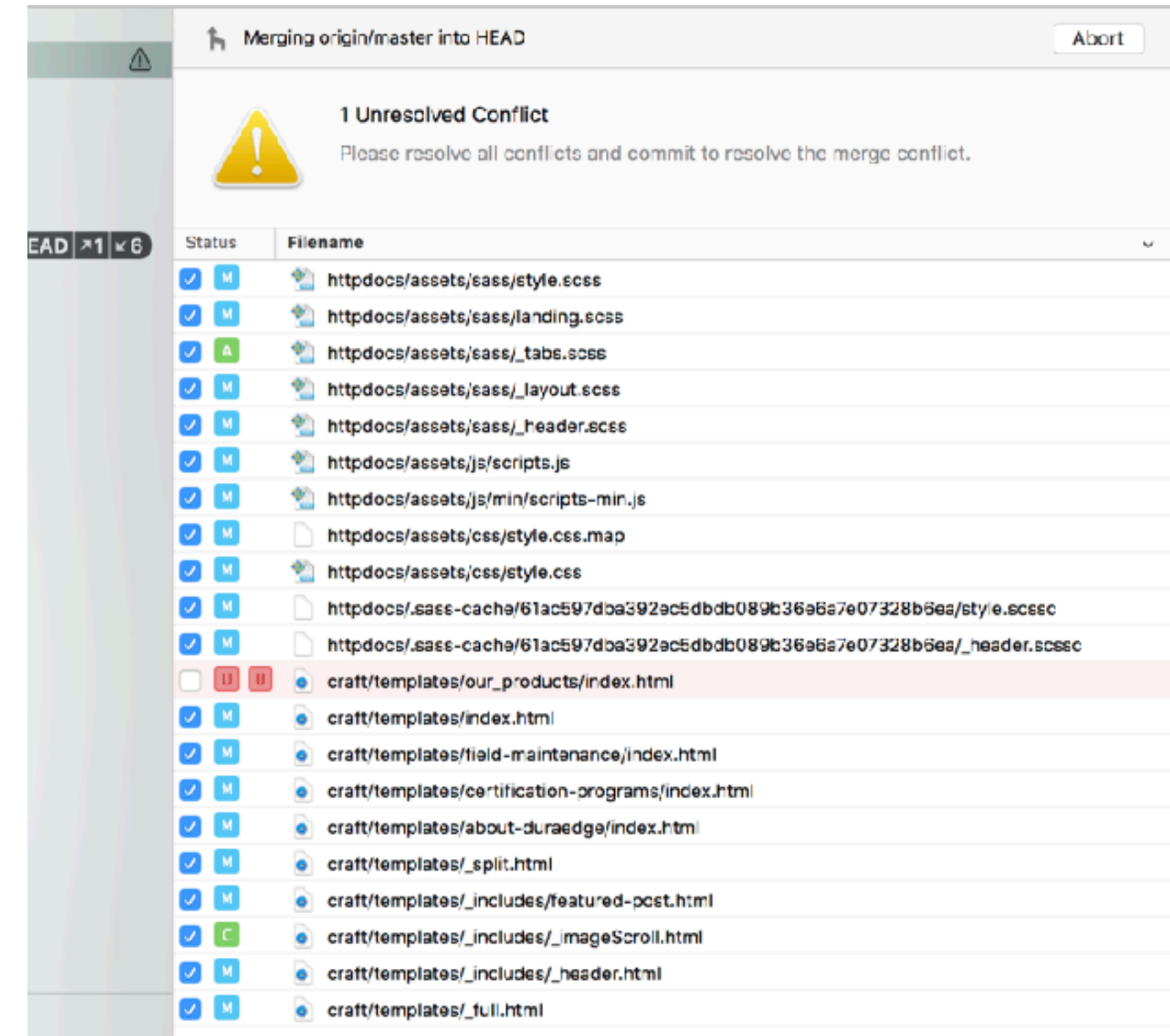
< Commit Process >

Solution to this message? Pull first and then Push your changes.



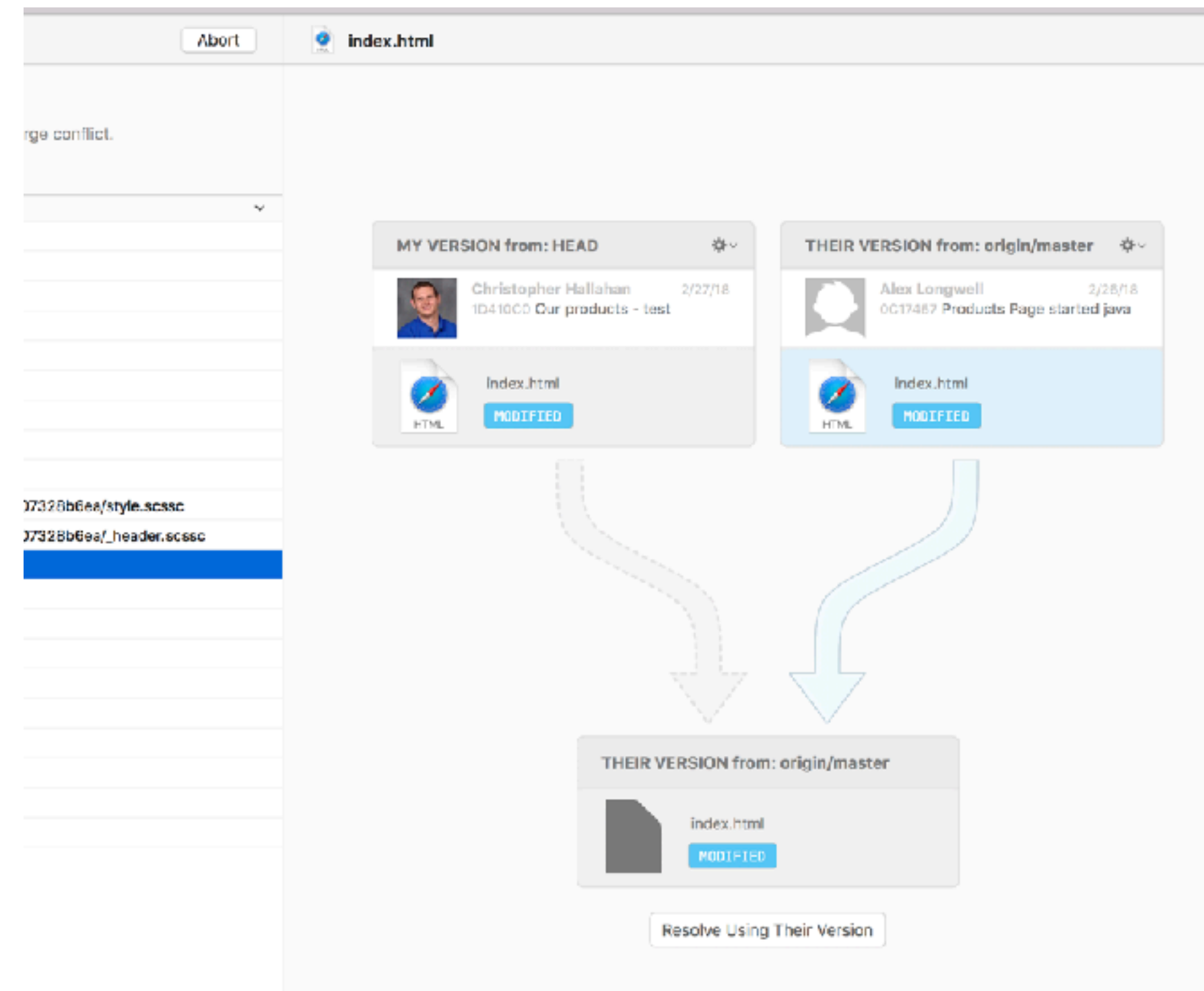
< Commit Process >

If both you and another person have modified the same file, you'll occasionally get a merge conflict error (look for a red highlight)



< Commit Process >

Resolve this by selecting the red file in question and choosing which person's file is most up-to-date. Select their name and Resolve Using Their Version.



< Who Does What? >

UX

Create static wireframes for review.

Create the prototype skeleton in HTML and fill with somewhat real content.

(Sprint 1 Week)

Design/Front-End

Create static components and mockups. Use CodePen when needed.

Refine the HTML and write SASS/CSS styling.

(Sprint 1 Week)

CMS/Back-End

Integrate HTML into Craft templates

Help with advanced interactivity and JavaScript.

(Next Sprint for 2 weeks)





Timeline



	Sprint 2 (Feb 22)	Sprint 3 (March 13)	Sprint 4 (April 10)	Sprint 5 (May 8)
UX	Sitemap & Sketches	Sketch Layouts, Wireframes, Content Phase 1, Research Phase 1	Sketch Pages, Wireframes, Content Phase 2, Research Phase 2	Content Phase 3 Integrate Content Into CMS
Design	Logo, Design/Develop Globals	Design/Develop Primary Layouts	Design/Develop Pages Phase 2	Design/Develop/Refine Pages
CMS	Content Modeling & Setup	Integrate Primary Layouts & Global Elements	Integrate Pages Phase 2	Integrate Pages 3



Upcoming

Thurs: Cross team 15-minute Scrum

Thurs: Sprint #3

Thurs: Erik (Content Strategy)

Next Tues: Analytics, SEO, Non-Traditional CSS (if time)

Next Tues: Work on Sprint #3 Items

Next Thurs: Jordan - Content Strategy for Mobile

