

REFERENCE DOCUMENT

Balboa Template

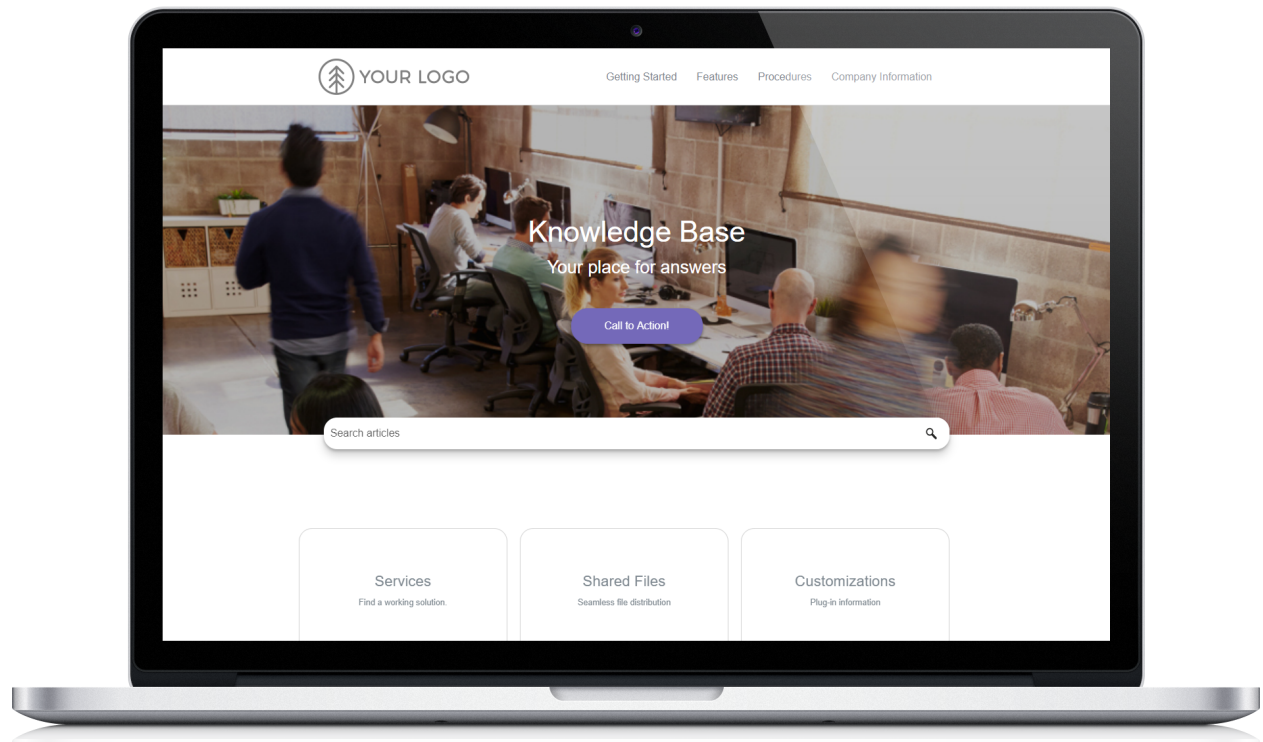


Table of Contents

Introduction	3
Changing Logos	3
Changing the Logo in the Top Navigation Skin	3
Changing the Logo in the Home Master Page	4
Changing the Template Colors	5
Using Find and Replace to Change Colors	5
Changing Hero Images	6
Changing Contact Information and Social Media URLs	8
Using this Template in an Existing Flare Project	9
Importing the Template Project	9

Introduction

Welcome to the Balboa Template guide. This guide outlines quick custom changes that can be made to the templates to fit your brand. If you need to make major changes to the layout and need assistance, please contact MadCap Technical Support at <https://www.madcapsoftware.com/support/>.

Changing Logos


The logo needs to be replaced in two files: **HTML5 - Top Navigation.flskn** and **HomePage.flmsp**.

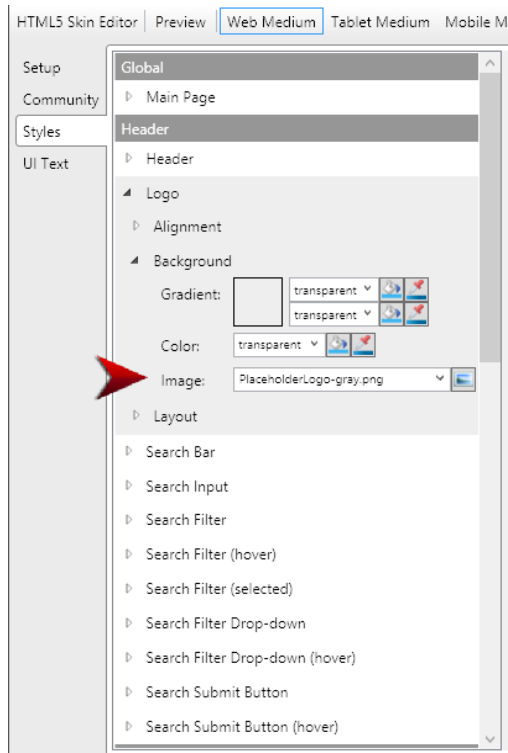
Note: Resize your logo to proper dimensions before selecting it in Flare. The dimensions of the placeholder logo are **229 x 55 pixels**.

Changing the Logo in the Top Navigation Skin

1. Open the **HTML5 - Top Navigation Skin**.

Project Organizer > Skins > HTML5 - Top Navigation Skin

2. Open the **Styles** tab.
3. Go to: **Header** section > **Logo** > **Background** > **Image**.
4. Select the  button to browse and open the image that will be used as the logo.




5. Save the file.

Changing the Logo in the Home Master Page

1. Open **HomePage.flmsp**.

Go to: **Content Explorer** > **Content** folder > **Resources** folder
> **MasterPages** folder > **HomePage.flmsp**

2. Right-click the placeholder logo and select **Image Properties**.
3. In the **Image Properties** window select the  button to browse and open the image that will be used as the logo.
4. Save the file.

Changing the Template Colors

Colors need to be updated in multiple files. Use **Find and Replace in Files** to replace the current colors.

Using Find and Replace to Change Colors

In order to use this method, determine the hex values for what your starting and ending colors will be.

1. Open **Find and Replace in Files** .

Go to: **Home Ribbon > Find and Replace in Files**

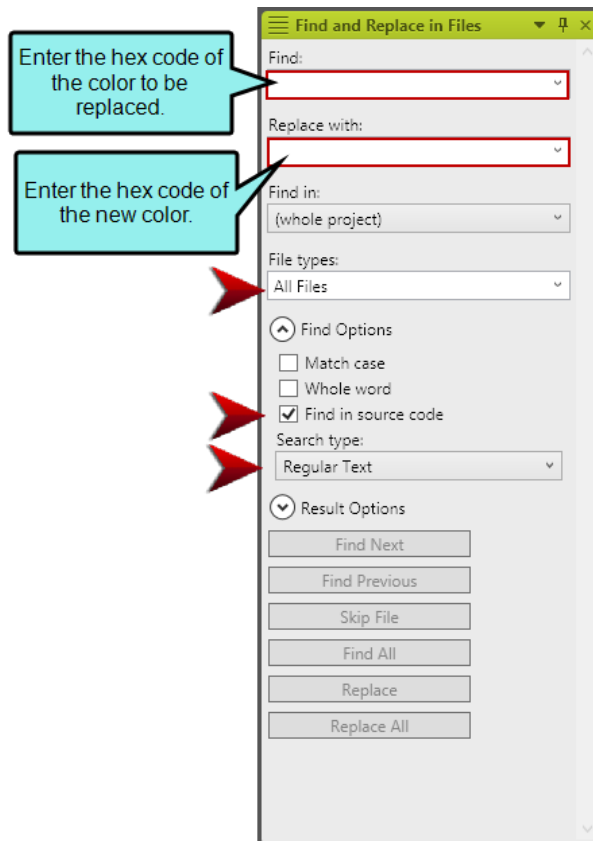
2. In the **Find** field enter the color to be changed.

Note:

 #7469b9 is the primary color.

 #D3D3D3 is the secondary color.

3. In the **Replace with** field enter the hex code of the new color.
4. Make sure the following options are set:
 - **File Types** is set to **All Files**
 - **Find in source code** is enabled
 - **Search type** is set to **Regular Text**



5. Select **Replace All**.

Note: A message will appear that will notify you that this could result in invalid XML. Ignore this if you are working solely in the template project. If you have imported other files into the template project those files will be affected.

6. Build Target and View changes.


Changing Hero Images

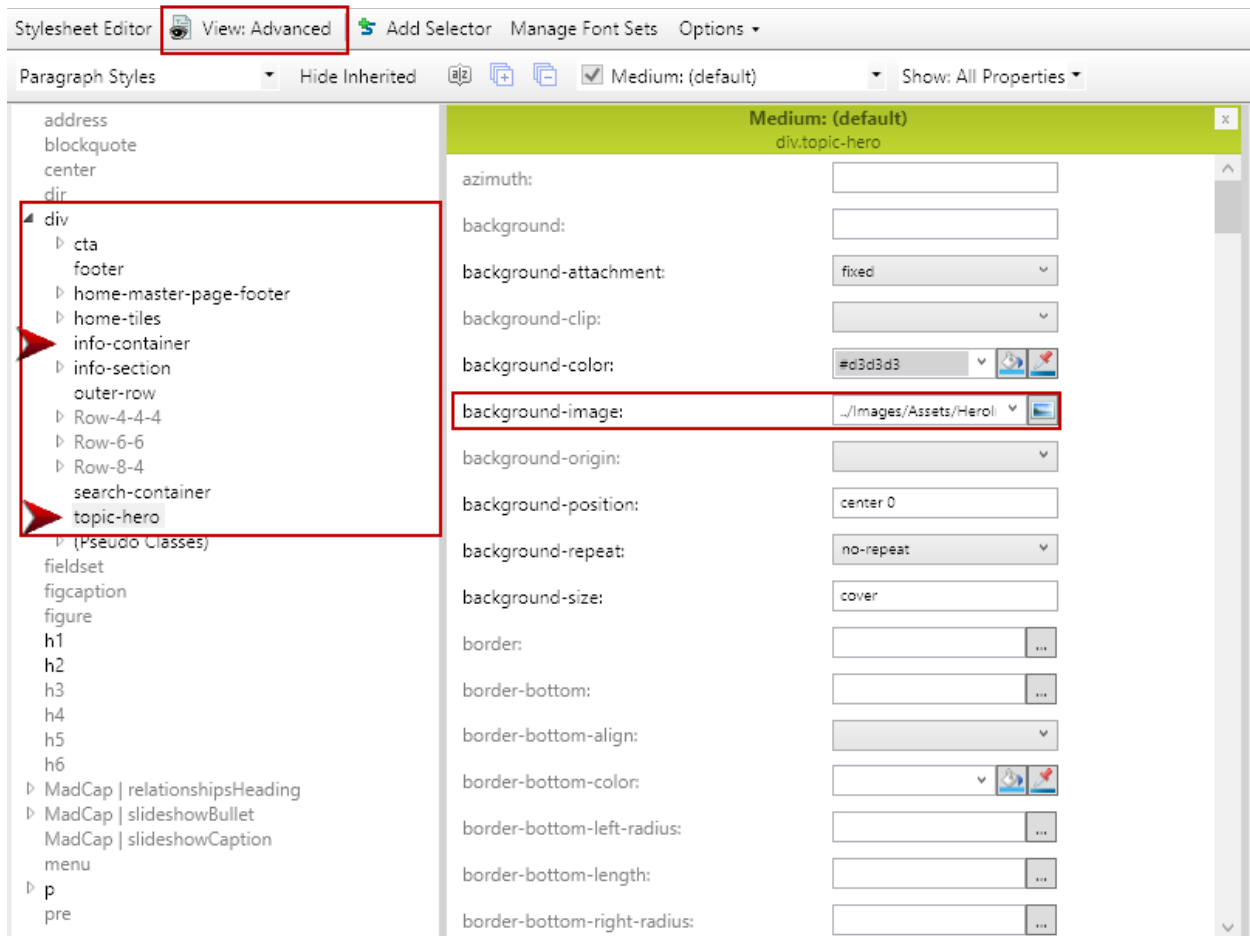
The hero image is the banner image that spans across the screen of the home page. There are two hero images used in this template and they are changed in **StylesForHomePage.css**.

To change a hero image, do the following:

1. Open **StyleForHomePage.css**

Go to: **Content Explorer > Resources Folder > Stylesheets Folder > StyleForHomePage.css**

2. If in the Simplified view of the Stylesheet Editor, switch to the Advanced view. To switch to the Advanced view select the  View: Simplified button in the local toolbar of the Stylesheet Editor.
3. In the Advanced view, set the style filter to **Paragraph Styles**.
4. Find and expand the **div** group.
5. To change the first hero image on the home page, select **topic-hero** and change the **background-image**.
6. To change the second hero image on the home page, select **info-container** and change the **background-image**.



Note: The size of the images included in this template project are **1200 x 800 pixels**. Since this template includes white font color overlay on the hero images, a darker image will look best.

Changing Contact Information and Social Media URLs

All contact information and social media URLs are set in the **General** variable set.

1. Open the **General** variable set.

Go to: **Project Organizer > Variables Folder > General**

2. In the Variable Set edit definitions to replace with your own contact information and social media URLs
3. Save the variable set.


Using this Template in an Existing Flare Project

In order to use this template, files need to be imported into your existing Flare project.

Importing the Template Project

1. Open the existing Flare project.

Important: Before continuing these steps make sure to create a backup of your existing Flare project. To easily create a backup go to the **Project Ribbon > Zip Project**.

2. Go to **Project Ribbon > Import > Flare Project**.
3. Select the  button to browse and open the template project.
4. Select **Next**.
5. In the **Include Files** field, copy and paste one of the two options:

To include the image library included with the template (extra social media images, arrows, icons, etc.):

```
*.png;*.jpg;*.flmsp;*.css;*.fltar;*.flvar;*.flskn
```

or

To only include the files that are necessary to display the template layout as is:


```
*.jpg;*.flmsp;*.css;*.fltar;*.flvar;*.flskn
```

6. Enable **Auto-include linked files**.
7. Select **Finish**.
8. The **Accept Imported Documents** window will appear. Review the files that will be imported into your Flare project.

Warning: If there are file names in this template project that are the same in your Flare project, Flare will prompt that files will be overwritten. To continue the import without overwriting project files, rename either the files in your Flare project or in the template project.

Important: Rename files from within Flare in order to maintain links between files.

9. Select **Accept**.
10. Build and View the imported **HTML5 - Top Navigation** target.

Note: After importing the template project, imported files will have a  icon overlay. This means that a link is maintained with the imported project. If you do not want to keep the link and want to remove the icon overlay, delete the import file. To do this, use the **Project Organizer** and go to the **Imports** folder, then delete the **Balboa Template** file.