Bushy Template Documentation

author: Craig Garner
date: 8/4/2013
email: craiggarner800@gmail.com
version: 1.0

1. HTML files
2. CSS files
3. Javascript files
4. PHP files
5. Adjusting Skill bar
6. Adding projects
7. Adding filters to portfolio
8. Setting up sliders
9. Setting up mail form

Thankyou for purchasing my theme!

This guide is not meant to be a comprehensive tutorial on how to use HTML / CSS / JS but rather, to give you an idea of how the template is structured and how its main features work. To get set-up you will need basic HTML / CSS / JS knowledge.

If you have any queries, please don't hesitate to contact me at:

craiggarner800@gmail.com

Thanks again!

1. HTML files

Adept is based on the ZURB Foundation framework and comes with all the goodies found on the Foundation 3 docs page:

http://foundation.zurb.com/old-docs/f3/

This is a responsive framework and works with a 12 column grid system. Use the grid system as so:

```
<div class="row">
        <div class="six columns">
                CONTENT
        </div>

        <div class="six columns">
                CONTENT
        </div>
</div>
```

- All content for this theme is housed in index.html

2. CSS files

The theme has a few different CSS files:

foundation.css - contains styling for basic elements such as <a> colors a <p> line heights etc.

foundicons.css - contains the styling for the foundation icon set icons (you wont need to edit this file). A list of the icons can be found here: http://www.zurb.com/playground/foundation-icons

style.css - contains all the styling specific to this template; for example: the height of the project images, dimensions for the homepage image etc. This is the file you'll likely edit and make additions to.

Note: There are various pseudo classes included in the ZURB Foundation that will make your life easier, it's a good idea to have a look at these first
eg:

```
.text-left{
        text-align: left;
}

.hide{
        display: none;
```

}
# 3. Javascript files

The template uses a few different JS files:

foundation.min.js - Includes various JS plugins created by ZURB for things such as image sliders, tooltip hovers etc (you will not likely edit this) You can find a full list of these at:
http://foundation.zurb.com/old-docs/f3/javascripts.php

jQuery.js - A Javascript library that all the templates plugins and scripts use.

slider.min.js - This is the simple responsive slider plugin created by @viljamis and the documentation is here: http://responsive-slides.viljamis.com/

scripts.js - This is the file to place your custom scripts. You will see there are already several scripts in use and they are commented to let you know what they do.

For example:

// Handle hover event for team member images

```
$(".team-image-wrap").mouseenter(function(){
        $(this).children('.team-hover').fadeIn(200);
    }).mouseleave(function(){
      $(this).children('.team-hover').fadeOut(200);
    });
```

This script shows the hover state for the team-member images ie. the 'social' overlay by using the jQuery function .fadeIn when the mousenters a div with class 'project-img-wrap'

4. PHP files

There is only one PHP file: mail.php and it's sole purpose is to use the PHP Mail function to send the contact form contents to the stated email address once validated by javascript (in the scripts.js file).

5. Adjusting the Skills bar

To adjust the skills bar you will need to edit the 'style.css' file.

1. Navigate to /* About Us Styles */ in style.css and find the class 'graphic design'
2. Edit the 'width' to suit your skill (the width is how much of the bar should be full)

```
.web-development {
    width:75%;
```

```
}
```

*If you want to change the class name say, from 'graphic design' to something like 'drawing' you need to make sure you change it everywhere ie. the original class, the keyframes class AND in the HTML (index.html)

6. Adding projects

The projects work using the 'modal' feature of the ZURB foundation. Each project needs to have it's own div (with unique id) **near the bottom of index.html** (you will see the demo one is named 'project1')

1. Copy the code and contents for the div with id 'project1' and paste it below that div
2. Give your project a unique id eg: "residential-development"
3. Adjust the content of your new project div to suit
4. Navigate back up to the portfolio section, here you will see each "view project" button is wrapped in an <a> tag with an attribute data-reveal-id="project1"
5. Change the value of this data-reveal-id attribute to reflect your project id eg: residential-development (this is how modal knows which project div to open when you click the project cover image)

7. Adding filters to portfolio

The default filters with the theme are 'kitchen', 'garden' and 'house'. You'll no doubt want to change these to suit your own portfolio and doing this is quite simple:

1. Locate the <ul> with id 'filters' in index.html and change both the text AND data-filter attribute to suit your needs

eg: `<li><a href="#" data-filter=".new-filter">NEW FILTER</a></li>`

2. In your isotope-item or project divs (inside #portfolio-container), you need to add the class of your new filter

eg: `<div class="isotope-item new-filter">...</div>`

That's it!

8. Setting up sliders

1. You need to give each of your sliders a unique id. For example my demo project's slideshow had an id: <div id="project-1-slideshow"

If, as above, you had a project with id 'residential-development' you would probably make your slideshows id 'residential-development-slideshow'

2. You need to initialize the slider plugin on your slideshow div, do this at the bottom of index.html (you will see a couple there from the demo file already)

3. Like this:

```
$("#home-callouts").responsiveSlides();
```

NB: the responsiveSlides plugin has various options which can be found here: http://responsive-slides.viljamis.com/

9. Setting up the mail form

1. Open mail.php
2. Change the email address on line 8 to your email address
3. Save and close