REFERENCE DOCUMENT

Santaluz Template
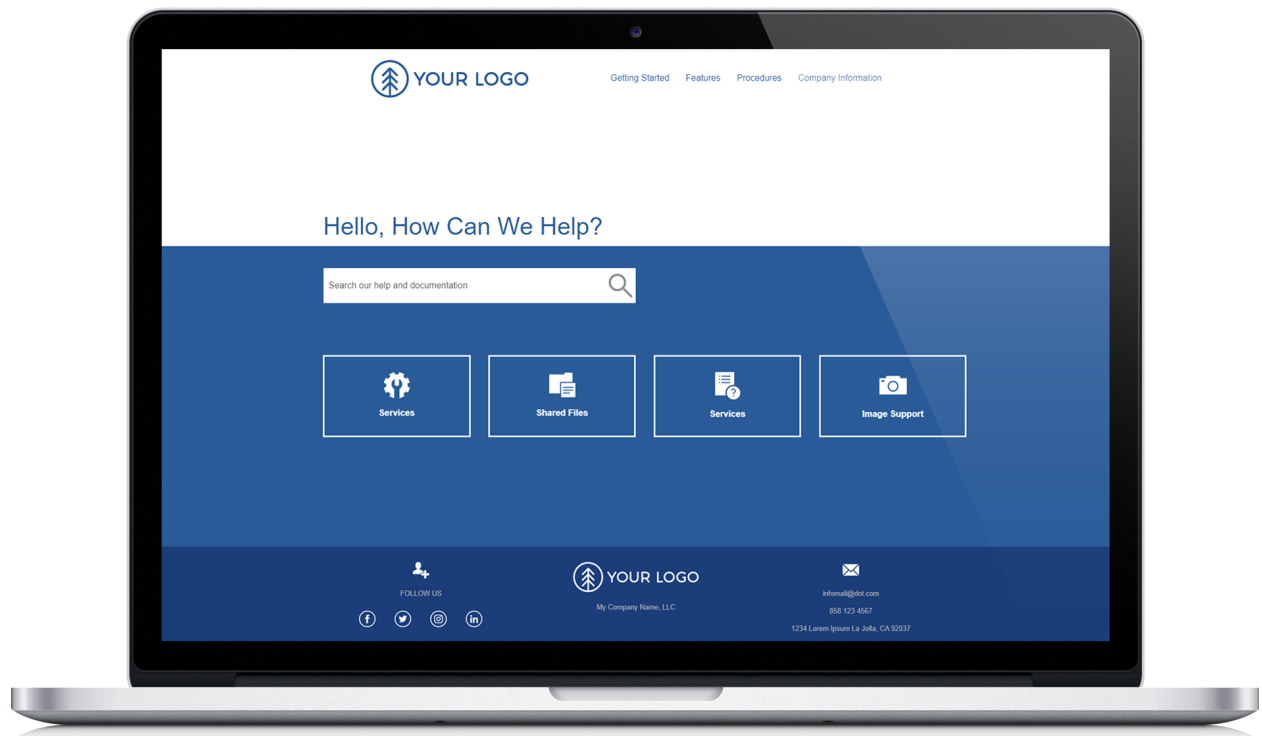
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Introduction

Welcome to the Santaluz Template guide. This guide outlines quick custom changes that can be made to the templates to fit your brand. If you need assistance in implementing the templates in your project, 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 HTML5 - 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.
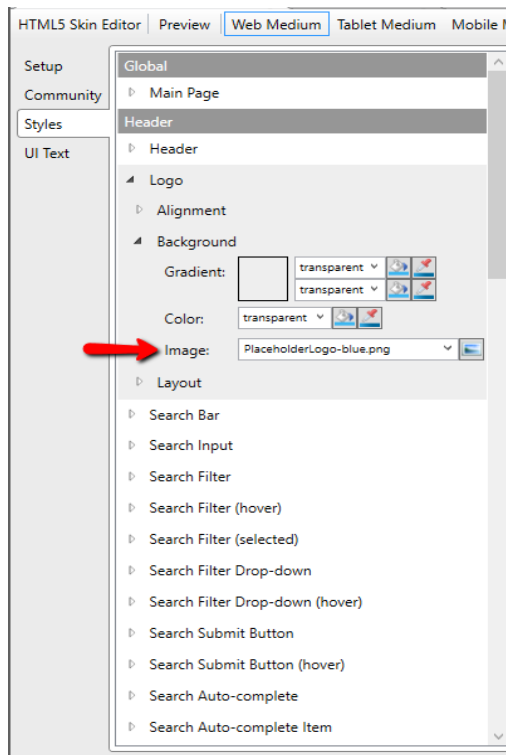
5. Save the file.

# 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** .

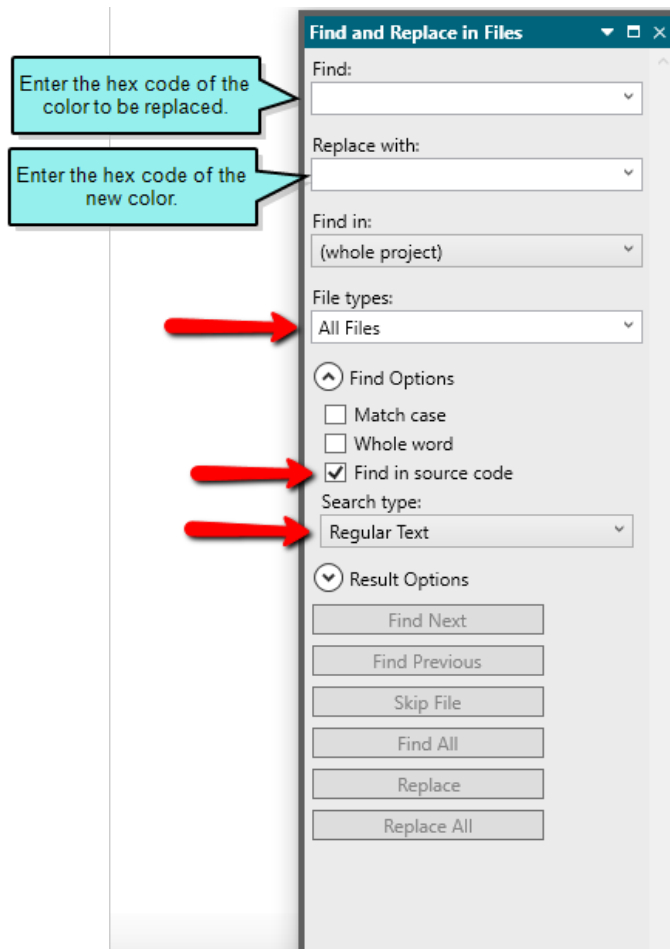   Go to: **Home** Ribbon > **Find and Replace in Files**

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

   > **Note:**
   > ■ `#1c5a97` is the primary color (The background color on the home page, home-tiles background color, search bar border, top navigation menu item colors, etc.)
   > ■ `#103d78` is the secondary color (Footer color, drop-down head color, etc.)

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**

Find and Replace in Files ▼ □ ✕

Find:

> Enter the hex code of the color to be replaced.

Replace with:

> Enter the hex code of the new color.

Find in:
(whole project)

File types:
All Files

Find Options
- ☐ Match case
- ☐ Whole word
- ☑ Find in source code

Search type:
Regular Text

Result Options

Find Next
Find Previous
Skip File
Find All
Replace
Replace All

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 Height of Home Tiles

The height of the home tiles are set to a fixed value of **150px**. In order to change this the **StylesForHomePage.css** must be edited.
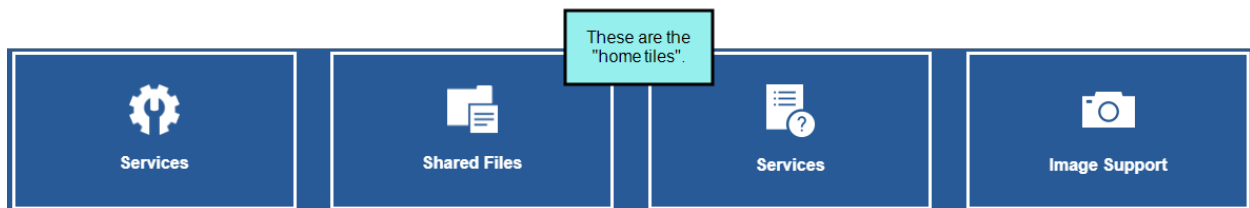

To change home tile height, do the following:

1. Open **StylesForHomePage.css**

   Go to: **Content Explorer** > **Resources** Folder > **Stylesheets** Folder > **StylesForHomePage.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 **All Styles**.
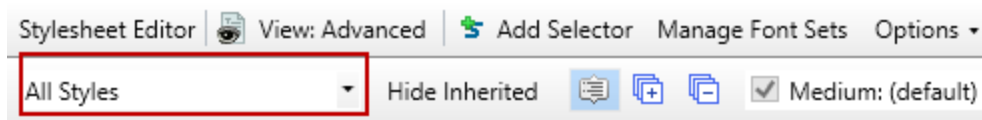
4. At the top of the styles list find and expand the **(Complex Selectors)** group.

5. Select **div.home-tiles > divs** and change the **height** property.
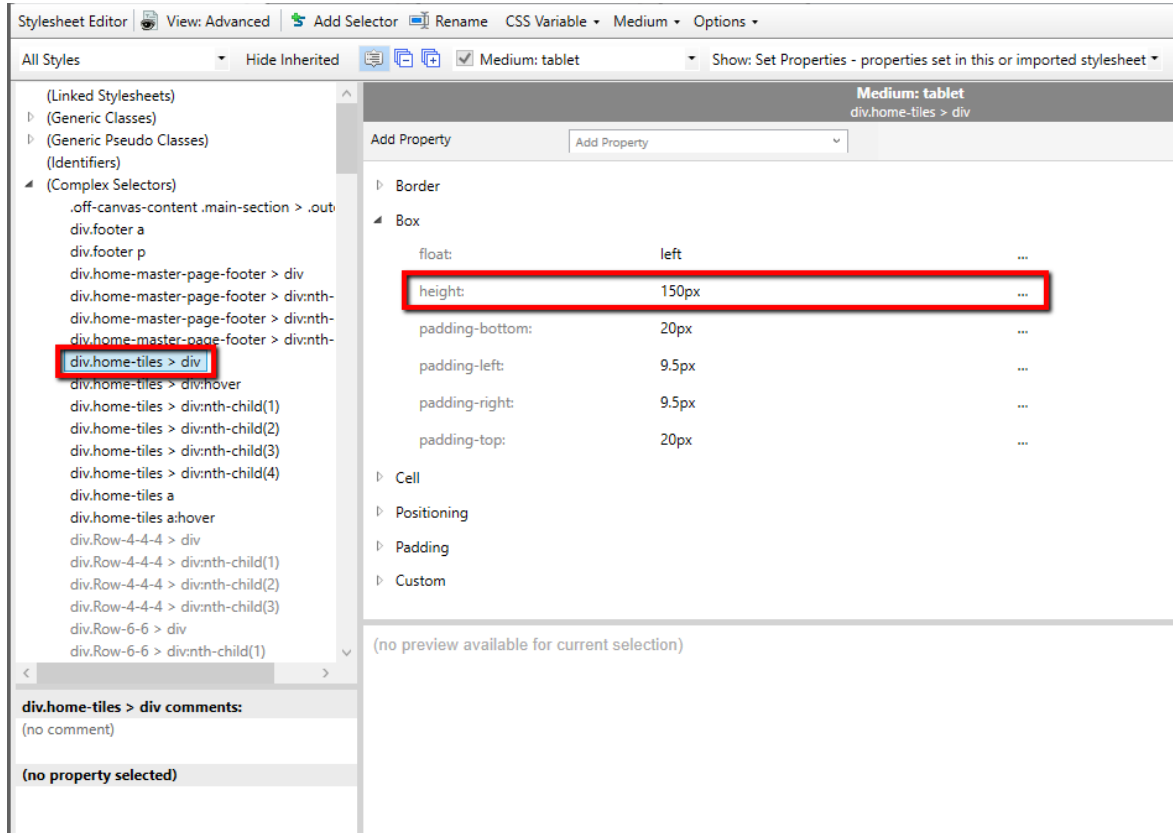
> **Note:** Alternatively the height property can be removed. This will make the home tiles resize based on the contents.

Changing Variables

All company information and manual types 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 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 **Santaluz Template** file.