

# GAME DEVS REDUX

Revision 1 - April 2016

## Thank you for your purchase! I hope you enjoy!

Below you'll find an explanation of common tasks you'll face when updating the theme to suit your needs.

### 1 - ADJUSTING THE DESIGN TO FIT YOUR NEEDS

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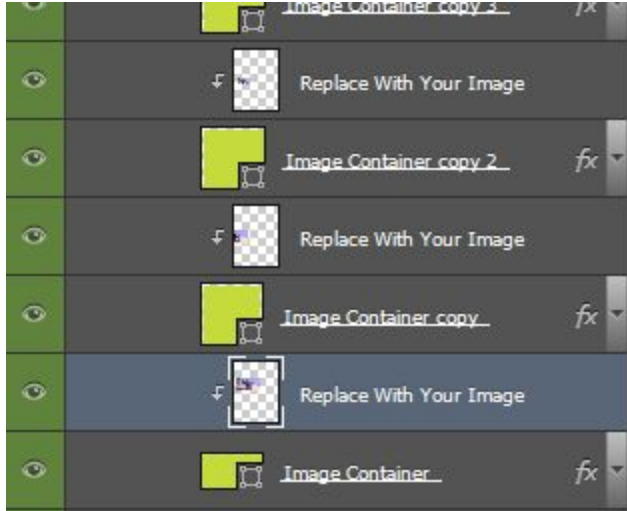


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## 1 - ADJUSTING THE DESIGN TO FIT YOUR NEEDS

### 1.1 - CHANGING THE IMAGES

To replace the images, find the layer labeled “Replace with your image” (see image below) and replace it with your own photo.



### 1.2 - FONTS & ICONS

Fonts are not bundled to avoid license conflicts but you can download them and use them freely.

#### 1.2.1 - Fonts Used

**Foo** - <http://www.dafont.com/foo.font> (used in the logo)

**Bitter** - <http://www.google.com/webfonts/specimen/Bitter>

**Luckiest Guy** - <http://www.google.com/webfonts/specimen/Luckiest+Guy>

**Open Sans** - <http://www.google.com/webfonts/specimen/Open+Sans>

#### 1.2.2 - Icons Used

Social Icons are from the Picons Social Icon Set; you can get them here:

<http://picons.me/download-social.php>

### 1.3 - Placeholder Photos

All photos used for placement purposes are from Big Buck Bunny & Elephant's Dream, licensed under CC-BY (<http://creativecommons.org/licenses/by/3.0/>) - [Blender Foundation](#)



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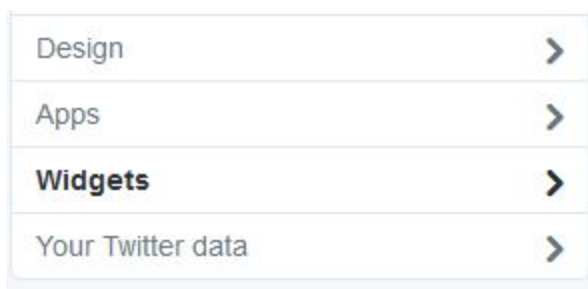
## 2 - ADJUSTING THE CODE TO FIT YOUR NEEDS

### 2.1 - Displaying your Tweets

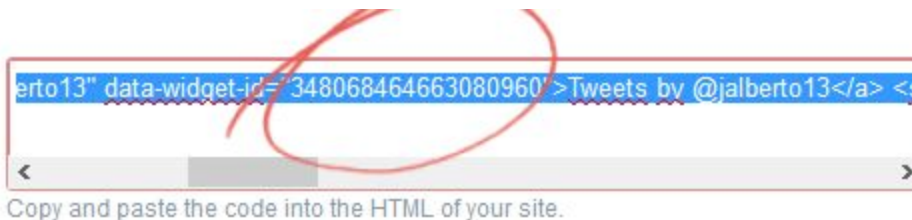
In order to display your tweets you'll need to create a twitter widget associated with your account. It's really simple!

Step 1 - Login into your twitter account and go to **Settings**.

Step 2 - Find the **Widgets** tab in the sidebar (check out the image below):



Step 3 - Click on create a new widget and you'll be given a piece of code to copy paste; in order to keep the current appearance of the widget you'll only need the numbers inside the *data-widget-id* (see below). Save the widget.



Step 4 - Open up the **index.html** file and replace the current numbers with the ones you just generated (see image below); make sure that you also link your account in the next line (href).

```
168         <a class="twitter-timeline"
169           data-widget-id="348068464663080960"
170           href="https://twitter.com/jalberto13"
171           width="300"
172           height="300"
```

All done! You should be seeing your tweets!



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## 2.2 - Adding Sliders to the top sections

In order to add your images and text to the sliders open up the file you wish to modify.

Let's take the **homepage** (index.html) as an example:

```
30     <section id="home-slider">
31         <!--slide 1-->
32         <div style="background: url('assets/images/placeholders/slider_1.jpg')">
33             <div class="row">
34                 <div class="small-16 columns">
35                     <div class="cta-text">
36                         <p> <span>New Game is Out!</span></p>
37                         <p> <span>Lorem Ipsum is simply</span></p>
38                         <p> <span>dummy text!</span></p><a href="#" class="button cta-button">
39                     </div>
40                 </div>
41             </div>
42         </div>
43         <!--//slide 1-->
```

As you can see the slide is commented for your convenience. Simply change the image url and the text to your own and you're all set.

## 2.3 - Defining the email address in the contact form

To receive e-mails you'll need to specify the email address in which you wish to receive them.

To do this, open up the file **config.php** (it's located in the root folder):

```
1  <?php
2  // CHANGE THE EMAIL WHERE THE FORM WILL BE DELIVERED HERE
3  define("WEBMASTER_EMAIL", 'your.email.here@mail.com');
4  ?>
5
```

As you can see in the image above, you'll just need to replace the dummy e-mail address with you own.



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## 2.4 - Troubleshooting the contact form

I usually get a lot of questions because the contact form is not working.

Here's a checklist that has proved to be helpful:

1. Make sure that you are running the files in a server environment. PHP is a dynamic language which means that a server must interpret it. You can't send mails from your local computer.
2. Make sure that the server you're running the files on supports the php mail() function. The contact form uses this function in order to send mail. Ask your host if you're in doubt.
3. Remember to change the email as discussed in point **2.3**.
4. Finally, if the mail was sent but you are not seeing it, please check your spam folder.

## 2.5 - Theme Framework

This theme uses the [Foundation Framework](#) (version 6.2). This means that you have an entire set of elements ready to use to build your theme. Check out the foundation documentation and the helper file included (**style-guide.html**).

## 2.6 - Javascript Files

You'll find that the template links to two javascript files:

**app-min.js** : This file contains all the plugins that make the theme run, including jQuery, Foundation and others. It's minified so that it loads fast and with minimal server requests.

**functions.js** : This is the file that calls the plugins. It's also the file that you **can modify** to fit your needs.

## 2.6 - CSS Files

You'll find two files in the stylesheets directory. One is the minified version (**style-min.css**) and the other is the uncompressed version. Both are the same file. The template links to the compressed version for better performance but you can use the uncompressed version when editing the template for better readability.

It's then recommended that you compress the file again when you're done editing.



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## That's it! Enjoy your theme!

If you have any questions that are not covered here, feel free to e-mail me or post a comment and I'll try my best to help you out.

