

REFERENCE DOCUMENT

Cabrillo Template

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Introduction

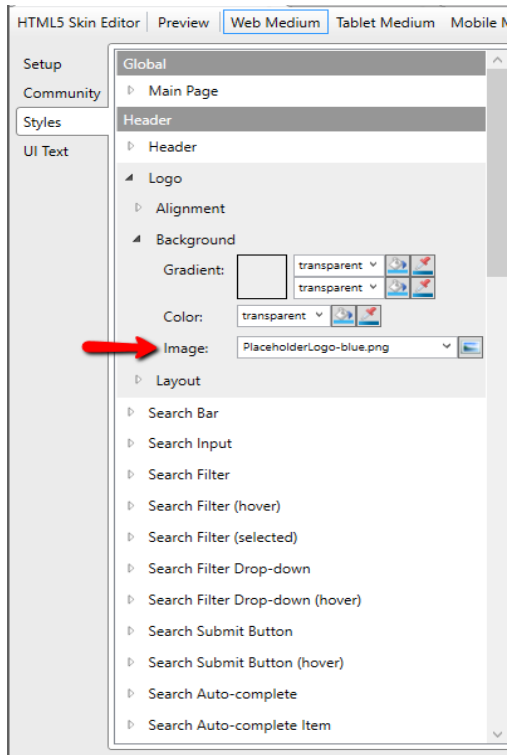
Welcome to the Cabrillo Template guide. This guide outlines quick custom changes that can be made to the templates to fit your brand. If you need assistance in implementing the templates in your project, please contact MadCap Technical Support at <https://www.madcapsoftware.com/support/>.

Changing Logos

The logo needs to be replaced in two files: **Intro.flmsp** and **Othertopics.flmsp**.

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 Master Page

1. Open **Intro.flmsp** and **OtherTopics.flmsp**.

Go to: **Content Explorer** > **Content** folder > **Resources** folder > **MasterPages** folder > **Intro.flmsp** or **OtherTopics.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 **CSS variables** and **Find and Replace** to replace the current colors.

Using CSS variables

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


1. Open **MainStyles.css** .


Go to: **Content Explorer > Resources folder > Stylesheets folder > MainStyles.css**.

2. In the stylesheet editor, open the CSS variables.

Go to the **Variables** style > **root:** > **Variables**

Note:

 Brand1 #DB7F67 is the primary color (Left pane, start course button, h1 font, radio buttons, etc.)

 Brand 2 #DBBEA1 is the secondary color (Header menu hover font, start course button hover, etc.)

 Dark #002e2c is the color for the header menu.

Gray #ecedeb is the color for the background on the right pane.

3. In the input field for each CSS variable, replace the current color with the desired color or hex value.

Using Find and Replace to Change the Remaining Colors

Some colors used in the project such as the colors in the skin files do not use CSS stylesheets so Find and Replace can be used to replace the 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:

 Brand1 #DB7F67 is the primary color (Left pane, start course button, h1 font, radio buttons, etc.)

 Brand 2 #DBBEA1 is the secondary color (Header menu hover font, start course button hover, etc.)

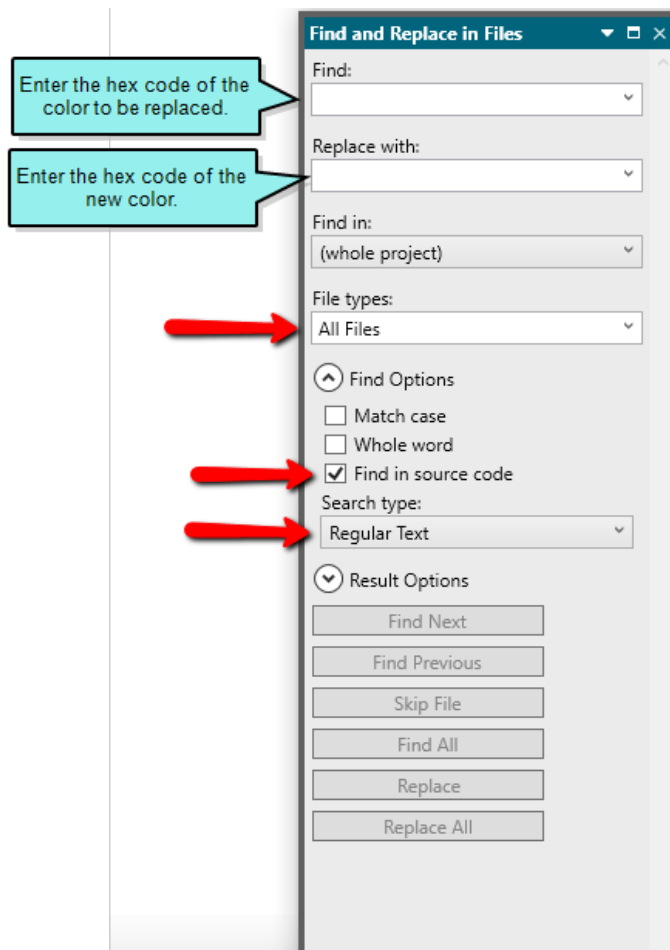
 Dark #002e2c is the color for the header menu.

Gray #ecedeb is the color for the background on the right pane.

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 . The hero image used in this template is changed in MainStyles.css.

To change a hero image, do the following:

1. Open .

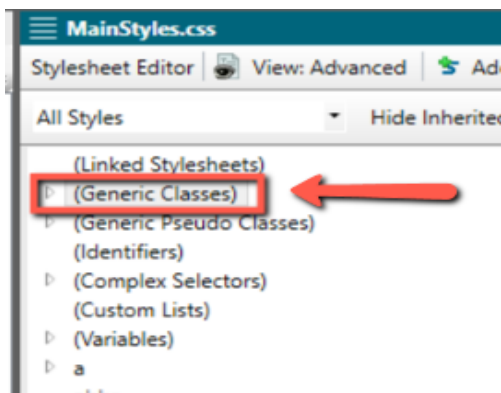
Go to: **Content Explorer > Resources Folder > Stylesheets Folder > MainStyles.css.**

2. If in the Simplified view of the Stylesheet Editor, switch to the Advanced view.

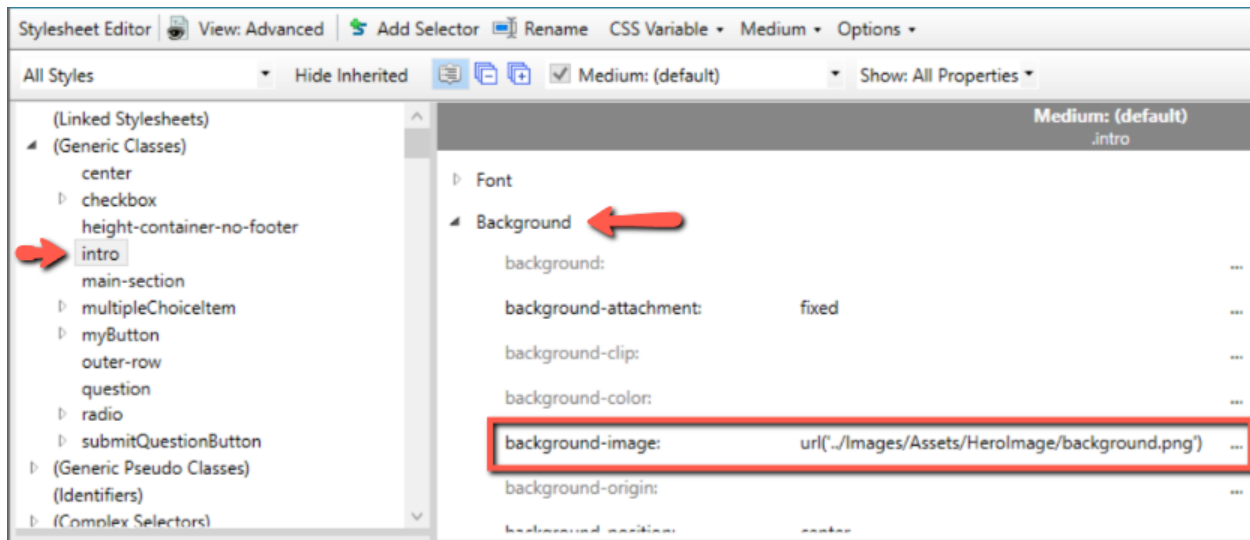
To switch to the Advanced view select the  View: Simplified button in the local toolbar of the Stylesheet Editor.

3. In the Advanced view, set the style filter to **Paragraph Styles**.

4. Find and expand the **(Generic Classes)** group.



5. To change the hero image on the home page , select **intro> Background** and change the **background-image**.



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** 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 **Cabrillo Template** file.