Local Assets in the Ensemble CMS

Presented by Jacques Walker

Objectives

- Define local assets and their purpose
- Exercises
  - Setup a connection to a repository
  - Modify the look and feel of a site
    - Make changes to its stylesheet
    - Commit them to the repository
    - Preview the changes
- Limitations
- University Relations branding guidelines

Local Assets

- Site specific images, javascript and CSS
  - Only applies to your website
  - Essentially your own CSS stylesheet
- Allows for modifications to your site's look and feel
- Content is separate from the presentation

Usage Options

- Secondary Assets
  - Override our preset styling
  - Examples
    - http://www.undergraduate.vt.edu
    - http://www.fdi.vt.edu
- Primary Assets
  - Unformatted page that you style
  - Examples:
    - http://www.vtc.vt.edu
    - http://www.ext.vt.edu

Which is best for me?

- Secondary
  - Safest route
  - Shorter development time
  - More ridged
- Primary
  - Provides the most flexibility
  - Can be used to create the most unique design
  - Greater skill set is required

Version Control

- Uses Mercurial Versioning System
  - Allows for collaborative development
  - Reversion of previous changes
- Local Repository
  - Resides on your machine
  - Allows sharing of your repository
  - Greater control of changes
- Server Repository
  - Holds changes that you apply to it

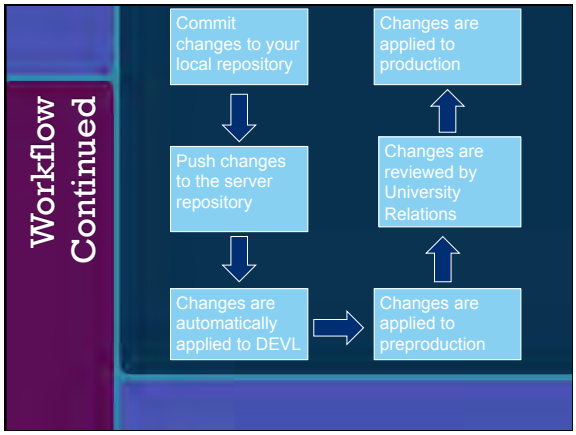
Workflow Precursor

- Three CMS Instances
  - Development (DEVL) [http://devl.cms.vt.edu]
    - Initial CSS modification testing ground
    - Refreshed 3 times a year from production
  - Preproduction (PPRD) [http://pprd.cms.vt.edu]
    - Closest to the production server
    - Refreshed 3 times a year from production
  - Production [http://ensemble.vt.edu]
    - The public server
    - Your true content goes here

Local Assets Flow

Content Flow

Workflow Continued



Local Assets Requirements

- Strong knowledge of CSS and JavaScript (optional)
- Eclipse SDK software
- HG command line interface (Mac Only)
- MercurialEclipse plugin
- Web Page Editor plugin (optional)

Exercises

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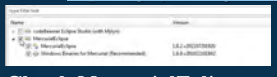
Preliminary Steps

- Mac only
  - Double-click the HG package file and follow the installation instructions
- Open Eclipse
- Choose your workspace
  - Navigate to the folder copied from the Shared Folder
- Select the Workbench option on the splash screen

Installing the Plugins

- From Eclipse, select Help>Install New Software
- Click the Add button
  - PC: http://cbes.javaforge.com/update
  - Mac: http://hge.javaforge.com/hgeclipse



- Check MercurialEclipse
  - Mac Only: uncheck Windows Binaries
- Next>Finish
  - Accept the licensing agreement and install

Installing Plugins Cont'd

- Return to the Available Software Dialog
  - Help>Install New Software
- Install the Web Page Editor Plugin
  - Select "--All Available Sites--"
  - Select Web, XML and Java EE Development
  - Check Web Page Editor
  - Next>Finish

Connecting to the Repository

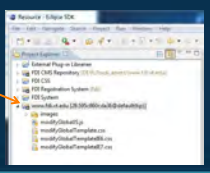
- Create a new project
- File > New > Project
- Select Mercurial > Clone Existing Mercurial Repository
- URL: https://svn.db.vt.edu/hg/cms-assets/DEVL/local_assets/www.la.sandbox.cms.vt.edu
  - Replace site name with yours when connecting to your site
- Authentication: Your PID and Password
- Clone Directory Name: Local Assets Training Site

Repository Connection Cont'd

- Select the working directory version
  - If this is the first time you're connecting skip this step

- Click Finish

The repository is added



The Mercurial Repository

- Each site in the CMS is built using Images, Javascript, and CSS
- The following resides in your repository*:
  - An Images folder ("Images")
  - modifyGlobalJS.js (for your JavaScript)
  - modifyGlobalTemplate.css (primary stylesheet)
  - modifyGlobalTemplateIE6.css (IE6 stylesheet)
  - modifyGlobalTemplateIE7.css (IE7 stylsheet)

***Note:** If these haven't been created for you, you will need to create them using the filenames above.

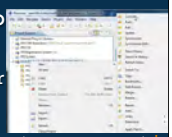
Making Stylesheet Changes

- Login to Ensemble in Firefox
  - http://ensemble.vt.edu
  - Select the Local Assets Sandbox community
  - Preview the index in FF
  - Select a div using Firebug, make note of the div
- Open ModifyGlobalTemplate.css
- Make a small change to the stylesheet
  - Hide a div, display: none;
  - Change the color of the font, color: red;
  - Change the background color: background-color: #660000;
- Save your changes

Committing to your repository

- Asterisks indicate uncommitted changes

- Commit your changes to your Local Repository
  - Right-click your site folder
  - Team > Commit
  - Select the files to commit, enter a comment,* then click OK



***Note:** Comments are required

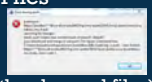
Pushing changes to the Server

- Push to the Server Repository
  - Right-click your site folder
  - Team > Push
  - Verify the URL and PID/Password
  - Click Next
  - Review your pushed changes
  - Click Finish

- Visit the Web Designer site
  - http://www.vt.edu/web_designer/web_designer.html
- Preview the index

Resolving Conflicts

- Different Versions of Files



- Merge Changes
  - Team > Pull (requests the changed files)
  - Team > Merge (review conflicts)
    - Compare, Review and Combine Changes
    - Right-click Mercurial Merge

    - Mark as resolved
  - Team > Push (applies resolved files)

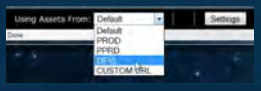
Using Previous Revisions

- Server repository
  - Right-click > Team > History

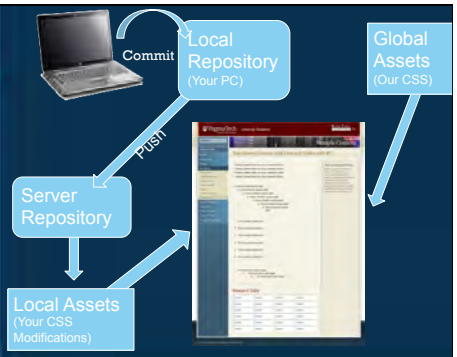
  - Select Version > Replace Current with Selected
  - Team > Commit (Commit to Local Repository)
  - Team > Push (Commit to the server)
- Local Repository
  - Right-click > Replace With > Local History
  - Select Revision > Replace

Previewing your Changes

- Web Debug Bar
  - http://www.vt.edu/web_designer/index.html
  - Allows for assets preview from:
    - Default [Instance logged into (i.e. Prod)
    - PROD – Production Assets (i.e. Live Site)
    - PPRD – Preproduction Assets
    - DEVL – Development Assets [Initial Location]
    - CUSTOM URL – Stylesheet hosted outside the CMS



Overview and Review



Next Steps

- Verify that all looks well using Development Assets
- Send an e-mail to ensemble@vt.edu requesting your assets be applied to Preproduction
- Verify that all looks well in Preproduction
- Let us know you want to go live with them
- University Relations reviews your changes and advises as necessary
- We apply them to production

Limitations

- Code div placement is fixed
  - i.e. You can't move a div outside of its container but can change its placement within it
  - Be careful when overlaying divs
    - Links may not be clickable

University Relations Guidelines

- Don't get rid of the Quicklinks
- Virginia Tech logo must be in the upper left
- No competing logos in the header area
- Off-limits:
  - Athletics VT
  - Hokiebird
  - Hokie Tracks

- Helpful Tip
  - Send a comp to University Relation prior to coding

Resources

- Web Color Palette
  http://www.unirel.vt.edu/web/web-guidelines/guidelines-colors.html
- Web Guidelines and Procedures
  http://www.unirel.vt.edu/web/web-guidelines/guidelines-index.html
- University Logos and Usage
  http://www.branding.unirel.vt.edu/logo-usage/index.html
- University Relations Branding Courses
- Local Assets Online Documentation
  - http://ensemble.cms.vt.edu/user-manual/advanced-topics/local_assets/cms-local-assets.html
- Local Assets Request
  - Send an email to ensemble@vt.edu