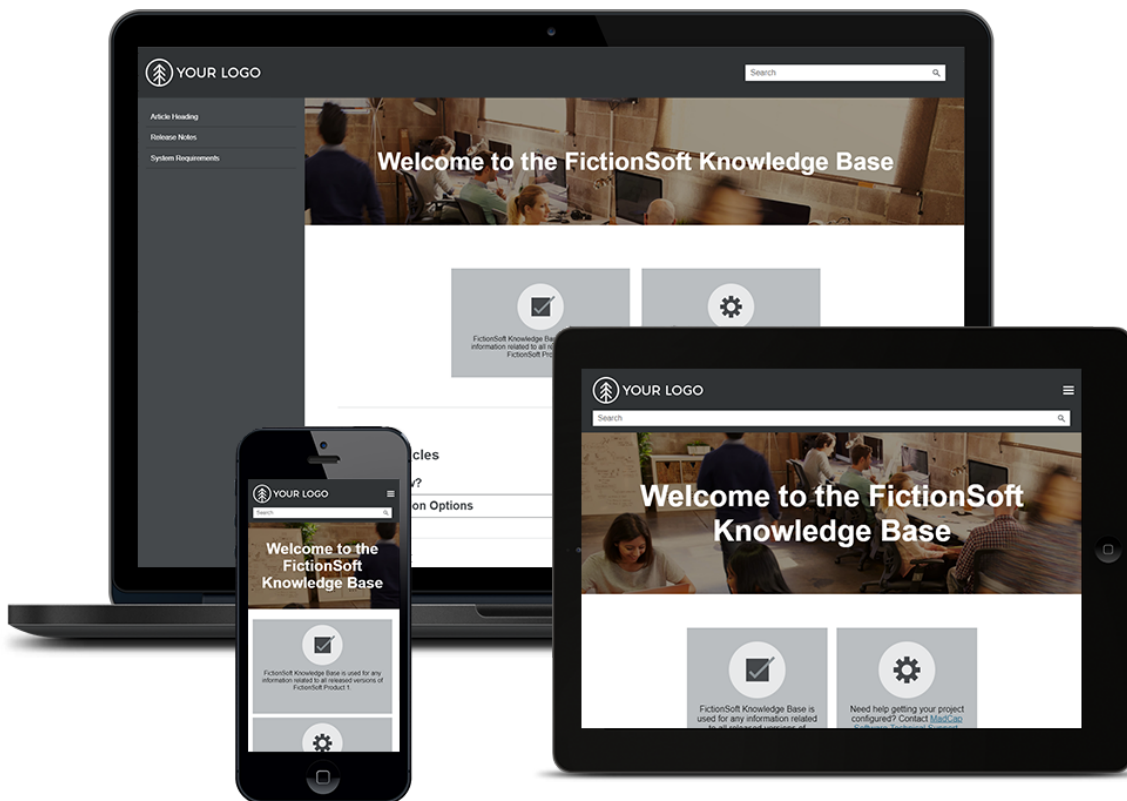


## REFERENCE GUIDE

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# Knowledge Base Template



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# Introduction

Welcome to the *Knowledge Base Template Reference 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

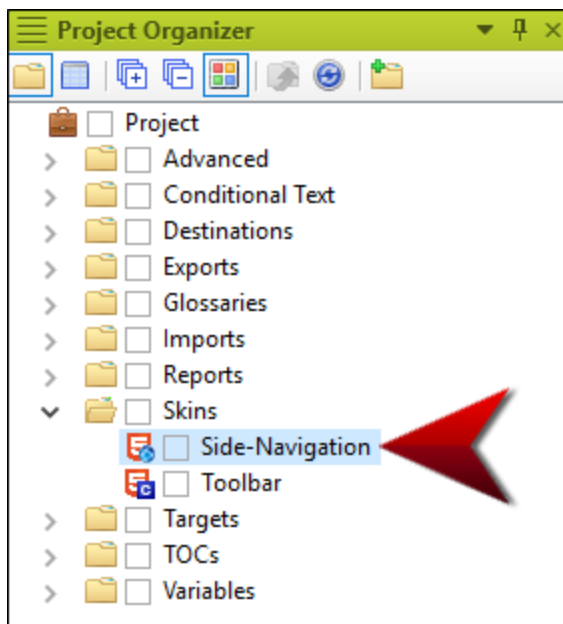
The logo needs to be replaced in a skin file (**Side-Navigation.flskin**) and a master page (**Home-Page.flmsp**).

✓ **Tip:** Before selecting a new logo in these files, you should save your image at the desired size. The dimensions of the placeholder logo is **229 x 55 pixels**. Your image does not need to be this exact size, but it should be sized so that it looks good both in the skin header and Home page footer.

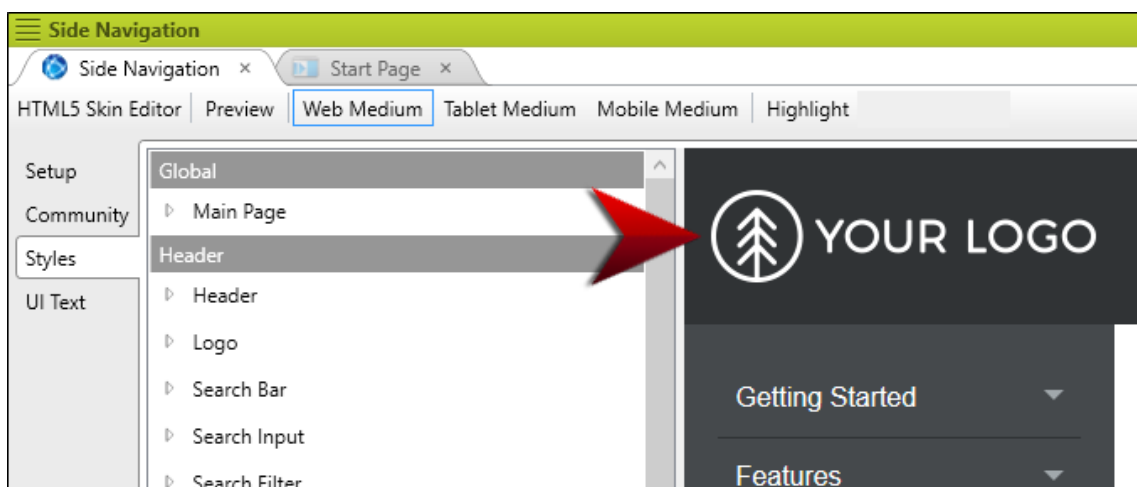
# How to Change the Logo in the Side- Navigation Skin File

Use the following steps to change the logo that is seen at the top of the online output.

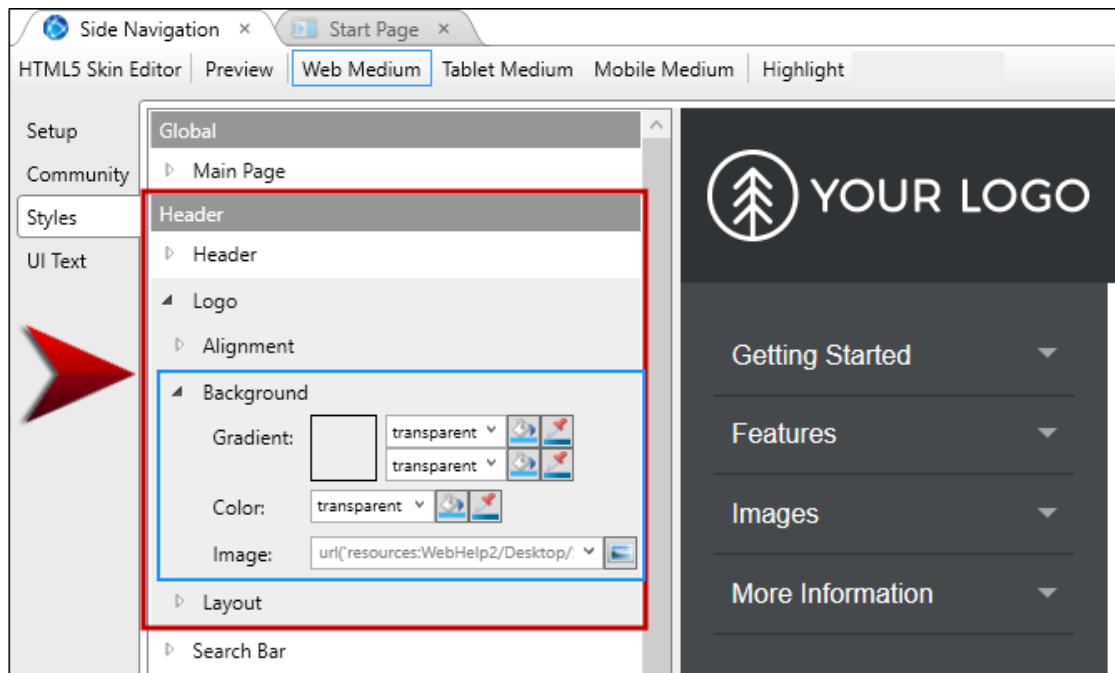
1. Open the Project Organizer, expand **Skins**, and double-click **Side-Navigation**.



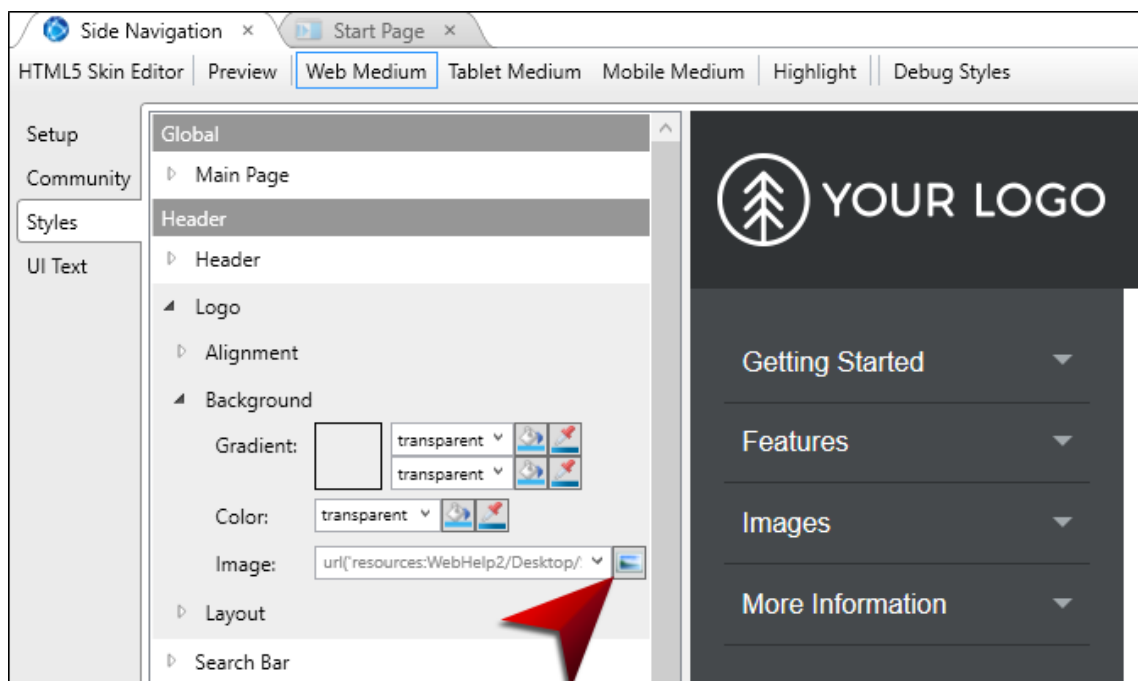
2. Select the **Styles** tab. Notice the placeholder logo in the preview to the right.



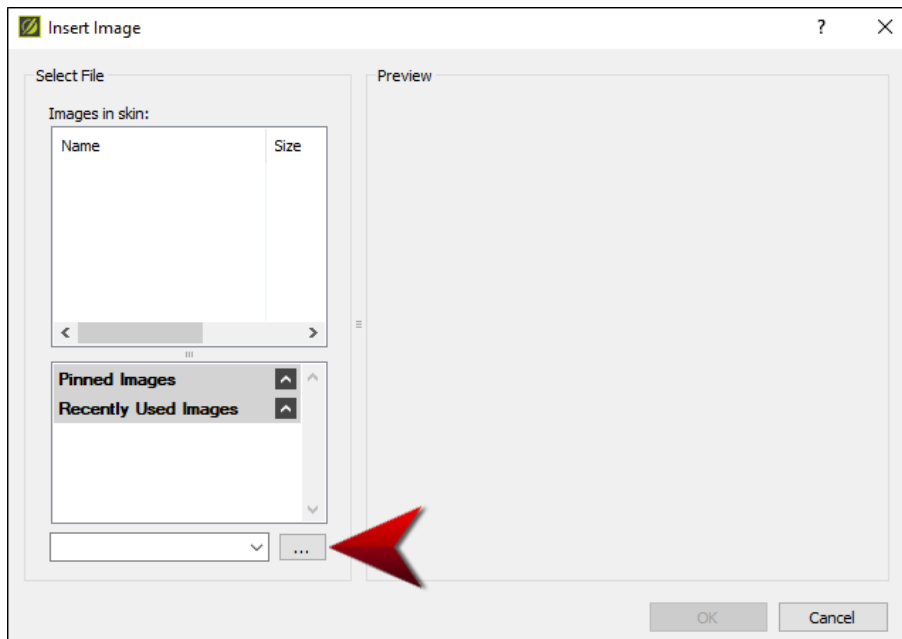
3. On the left side of the editor, in the **Header** section, expand **Logo > Background**.



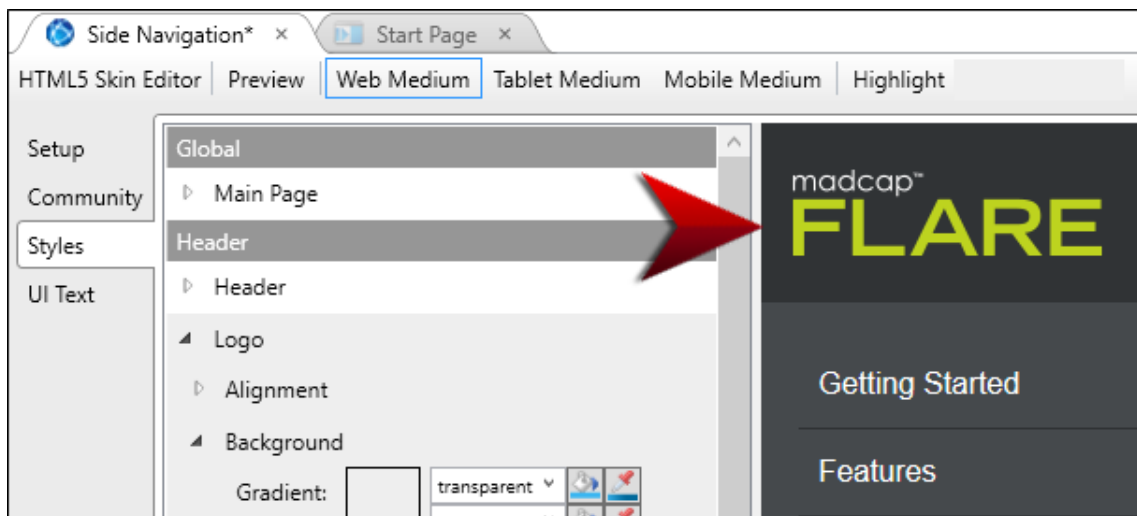
4. Next to the **Image** field, click .



5. Click .



6. In the dialog, locate and double-click your logo.
7. In the Insert Image dialog, click **OK**. You should now see your logo in the preview instead of the placeholder logo.

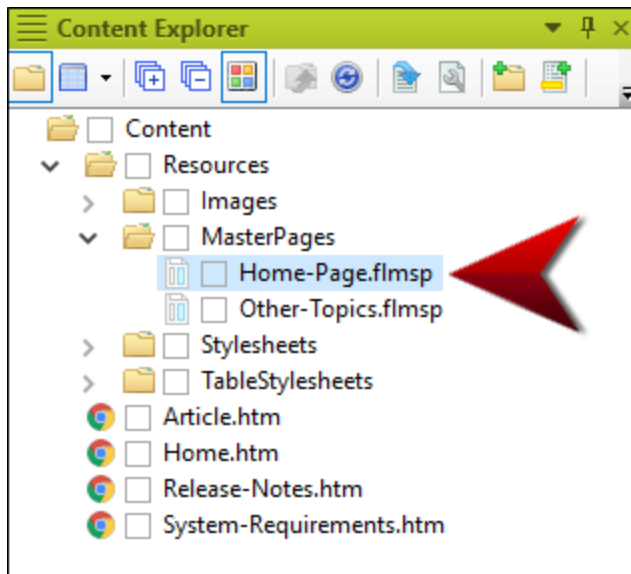


8. Save the file.

# How to Change the Logo in the Home Master Page

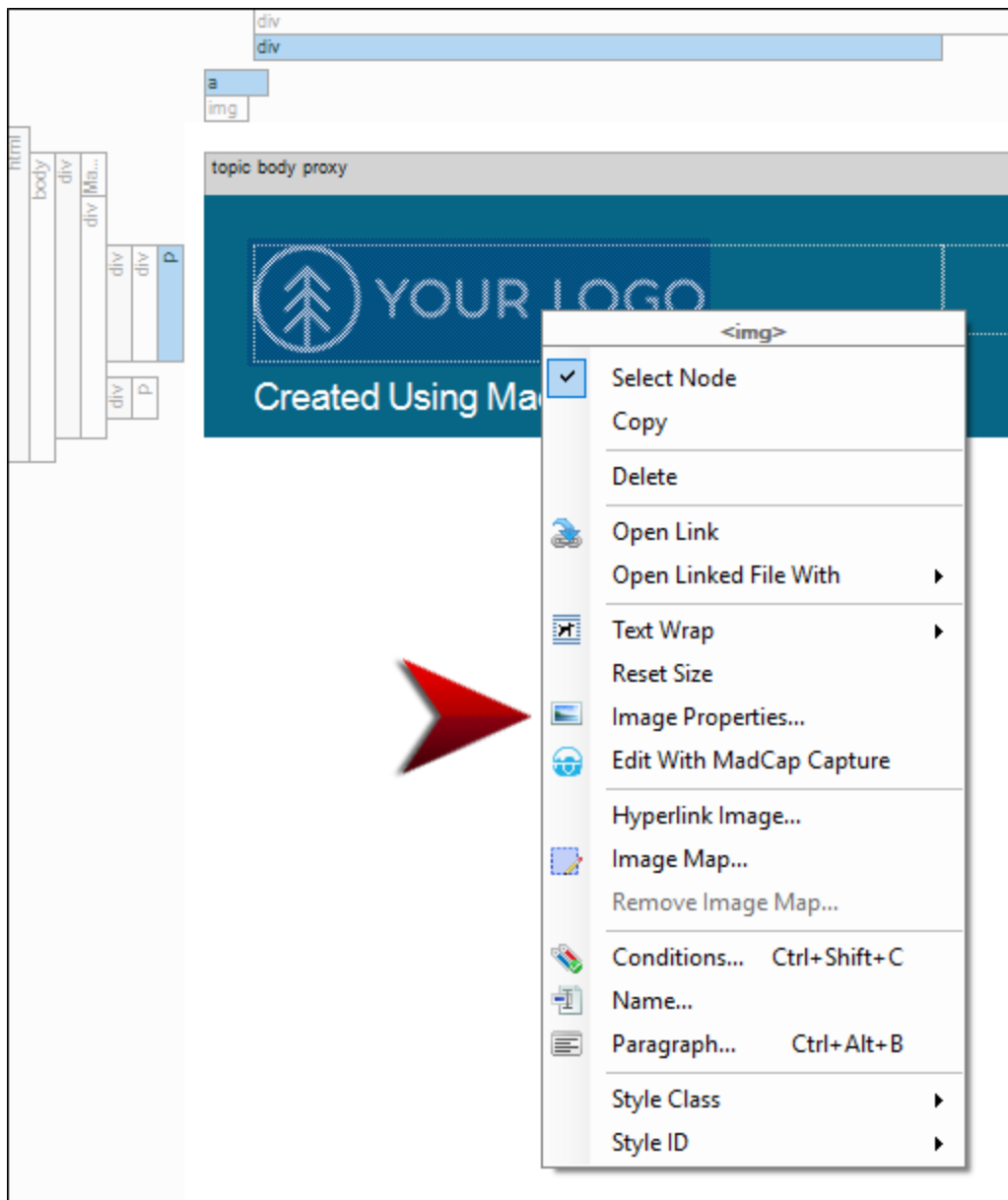
Use the following steps to change the logo that is seen at the bottom of the Home page in the online output.

1. Open the Content Explorer, expand **Resources > MasterPages**, and double-click **Home-Page.flmsp**.




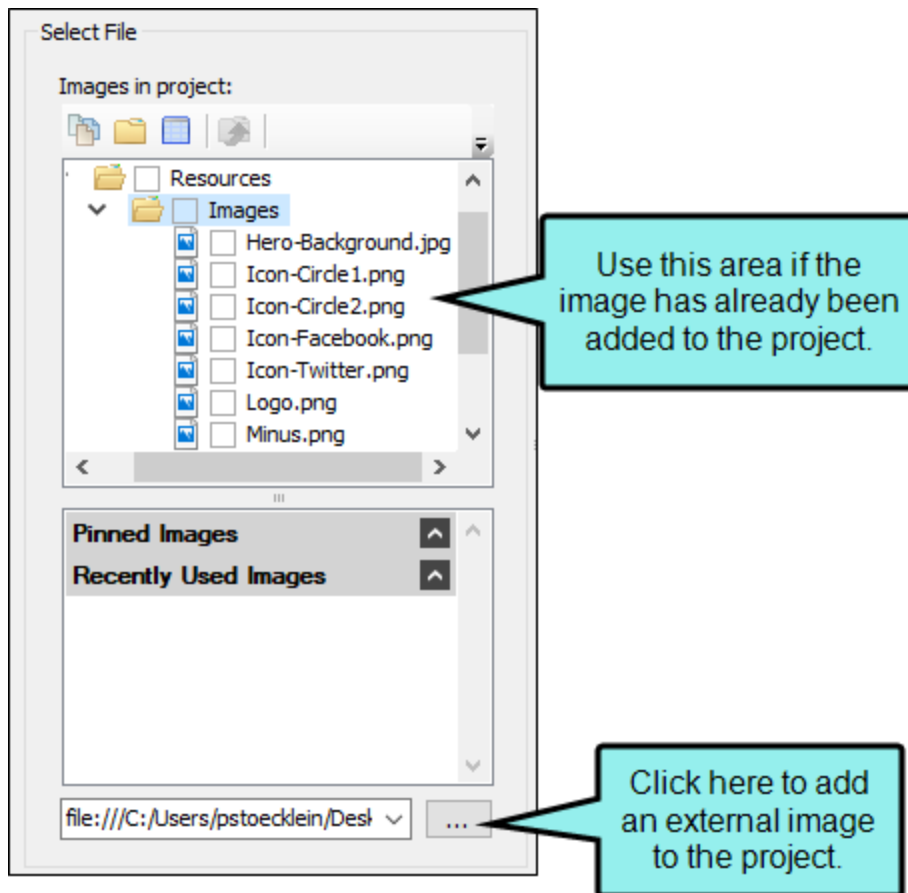


2. Right-click the placeholder logo and select **Image Properties**.



3. In the Image Properties dialog, select the **General** tab.

4. In the **Select File** section, locate and choose your image. If you have already added your image to the project, you can select it from the top area. If you have not yet added it to the project, click  and select it (the image will then be added to the project).



5. Click **OK**.
6. Save the file.

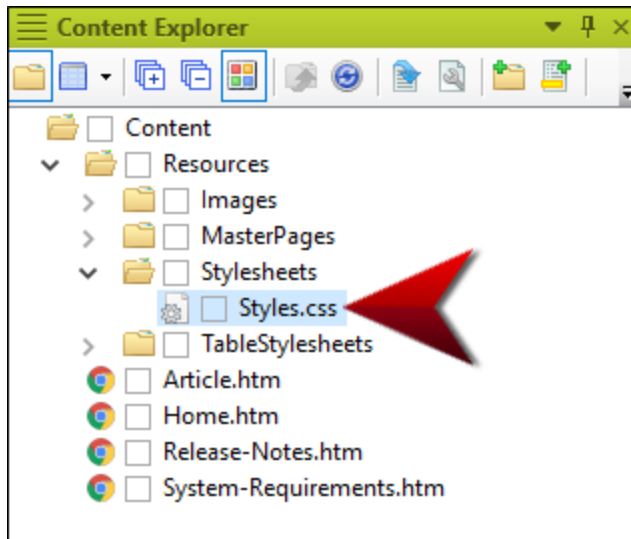
# Changing the Hero Image

The hero image is the large banner image that spans across the screen of the Home page in online output. The hero image used in this template is changed in **Styles.css**.

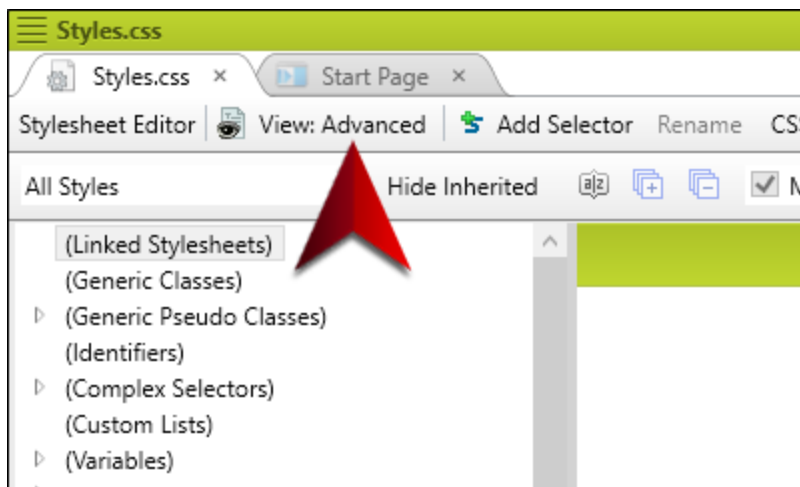
✓ **Tip:** The hero image included in this template project is **5184 x 3456 pixels**. You don't need to have an image that is exactly this size, but for best results it is recommended that you have a very big one with an aspect ratio similar to the one in this template. That way, it is likely to have a good appearance on screens of all sizes. Otherwise, you might need to make other adjustments to make it look good on the Home page. Since this template includes white font color overlay on the hero image, a darker image will look best.

# How to Change the Hero Image

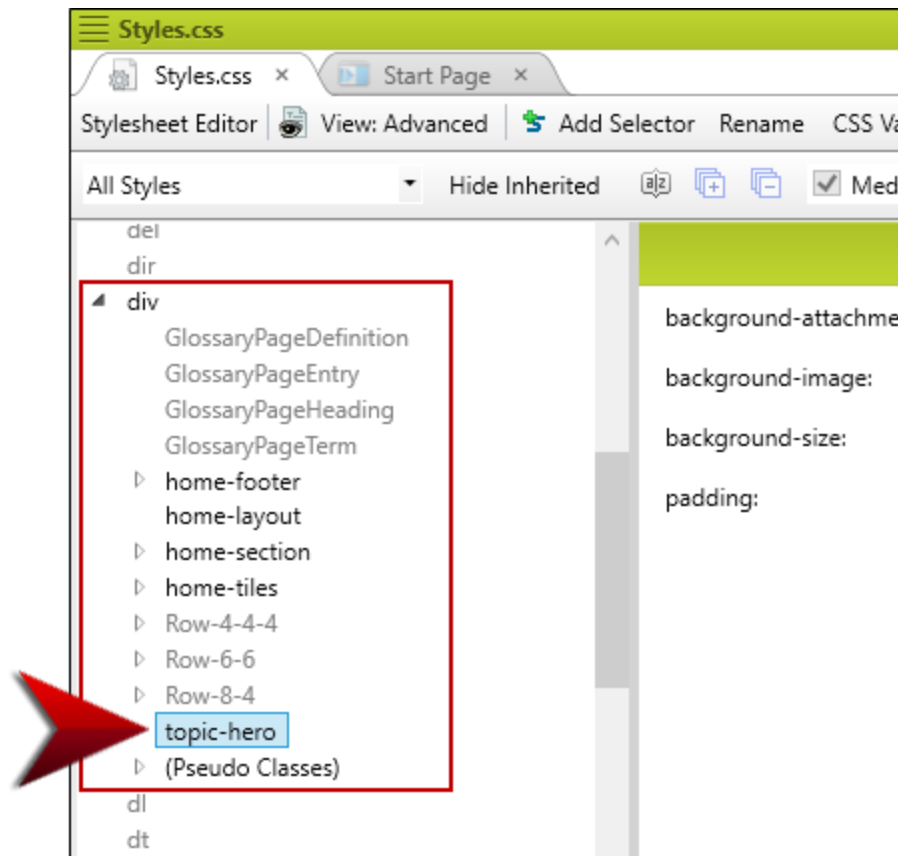
1. Open the Content Explorer, expand **Resources > Stylesheets**, and double-click **Styles.css**.



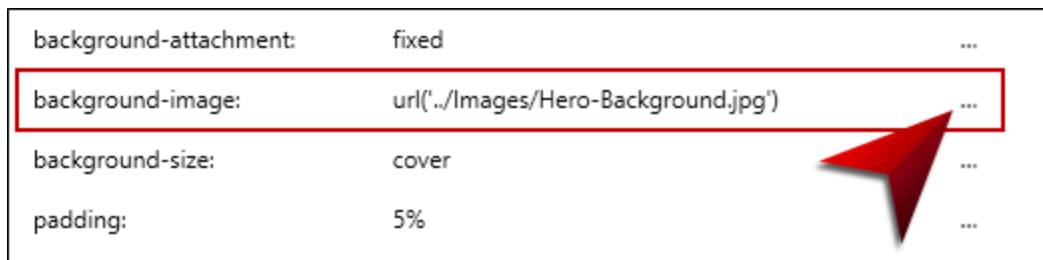
2. In the Stylesheet Editor, make sure you are in **Advanced** view.





3. On the left side of the Stylesheet Editor, find and expand the **div** group. Then select **topic-hero**.

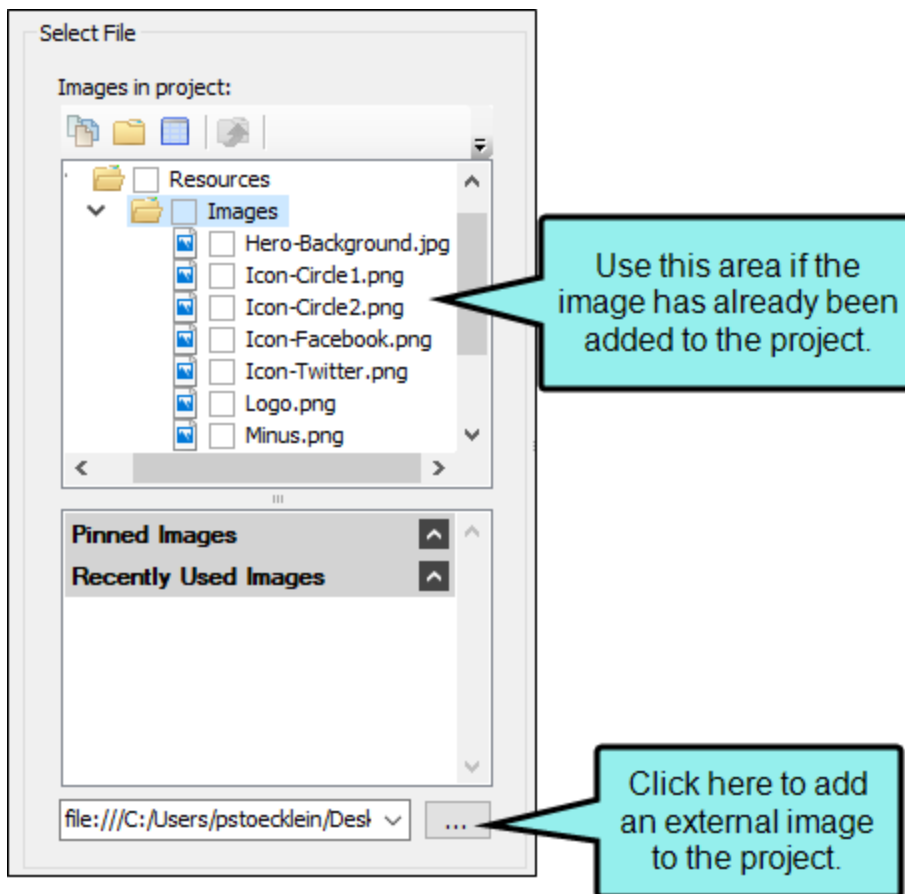


4. On the right side of the editor, next to **background-image**, click ... .



 **Note:** If you have group view enabled instead of alphabetical view, you will need to expand the **Background** group before making your changes.

5. In the **Select File** section, locate and choose your image. If you have already added your image to the project, you can select it from the top area. If you have not yet added it to the project, click  and select it (the image will then be added to the project).



6. Click **OK**.
7. Save the file.

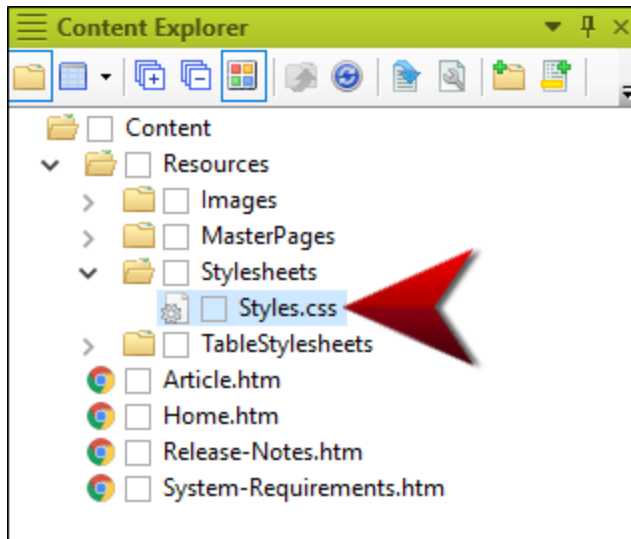
# Changing Colors

To change the colors in the project, you need to edit multiple files. In all of these files, there is a color referred to as the “Brand,” which you probably want to replace with your own company or product color. In addition, you may find black, white, and shades of gray in these files, which you can also change.

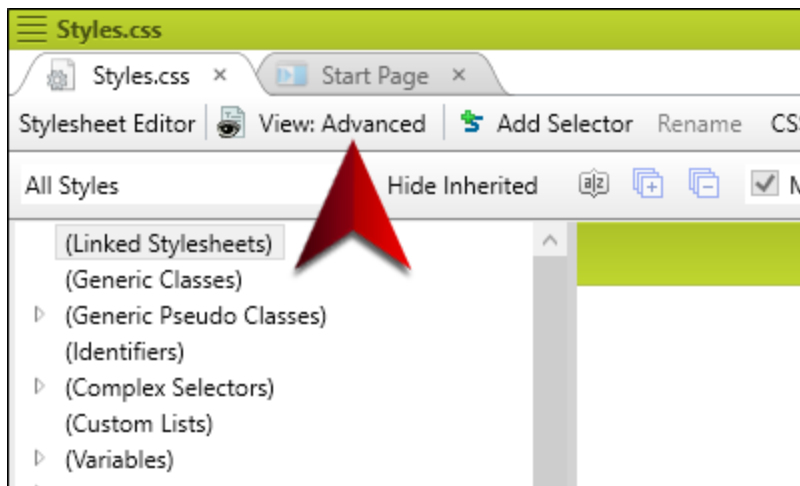


# How to Change Colors in the Regular Stylesheet

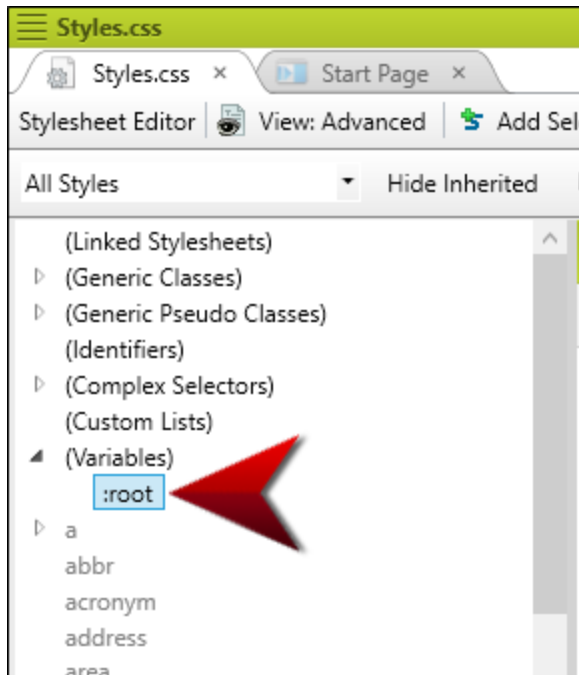
1. Open the Content Explorer, expand **Resources > Stylesheets**, and double-click **Styles.css**.



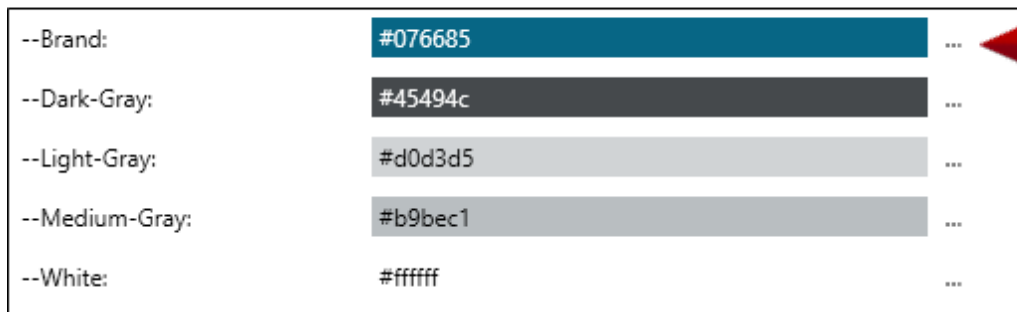
2. In the Stylesheet Editor, make sure you are in **Advanced** view.




3. On the left side, expand **(Variables)** and select **:root**.



4. On the right side of the editor, next to **--Brand** (or any of the other CSS variables) click **...**, and use the dialog to choose a new color. These CSS variables are used for various styles throughout the stylesheet.

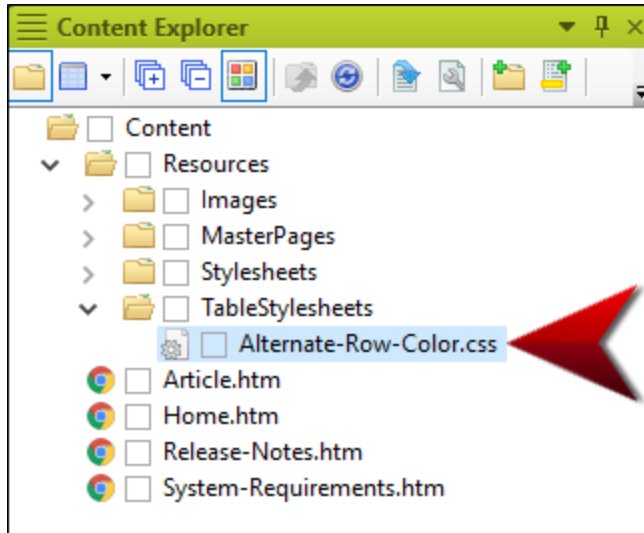


 **Note:** If you have group view enabled instead of alphabetical view, you will need to expand the **Custom** group before making your changes.

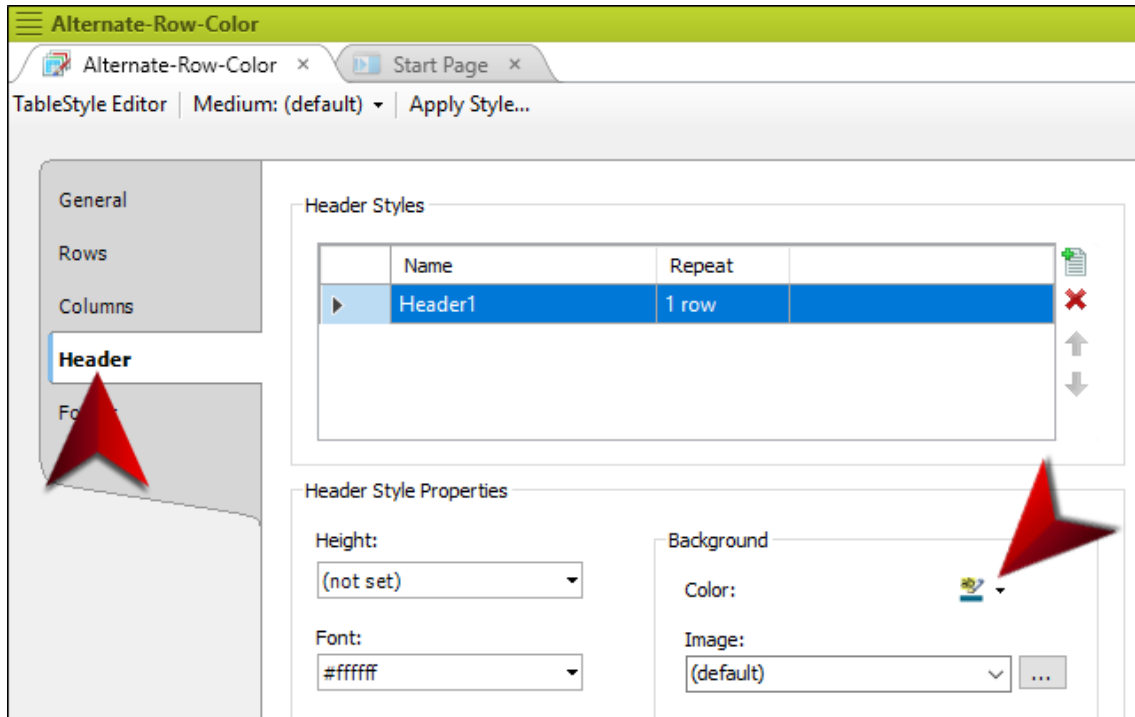
5. Save the file.

# How to Change Colors in the Table Stylesheet

1. Open the Content Explorer, expand **Resources > Table Stylesheets**, and double-click **Alternate-Row-Color.css**.



2. Use the tabs on the left to edit different parts of the table stylesheet, and edit the color in any of the appropriate fields. Most of the relevant fields are set to black, white, and gray, which you might decide to leave as is. If you want to change the “Brand” color, select the **Header** tab, and in the **Background** section, edit the **Color** field.

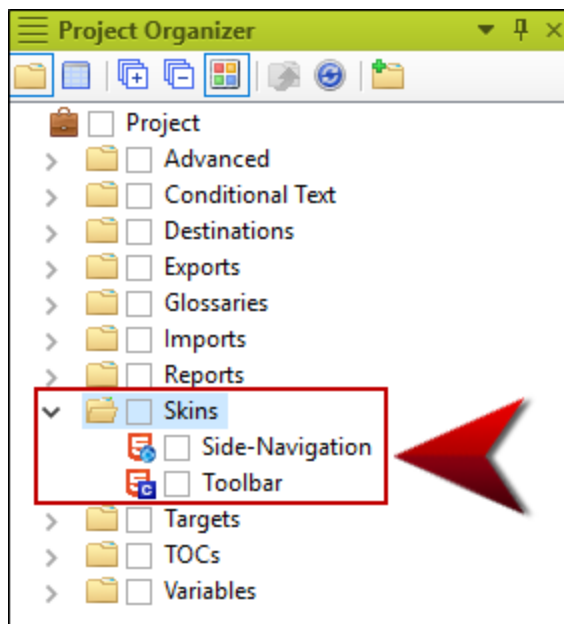


The new color will be reflected in the preview area at the bottom of the editor.

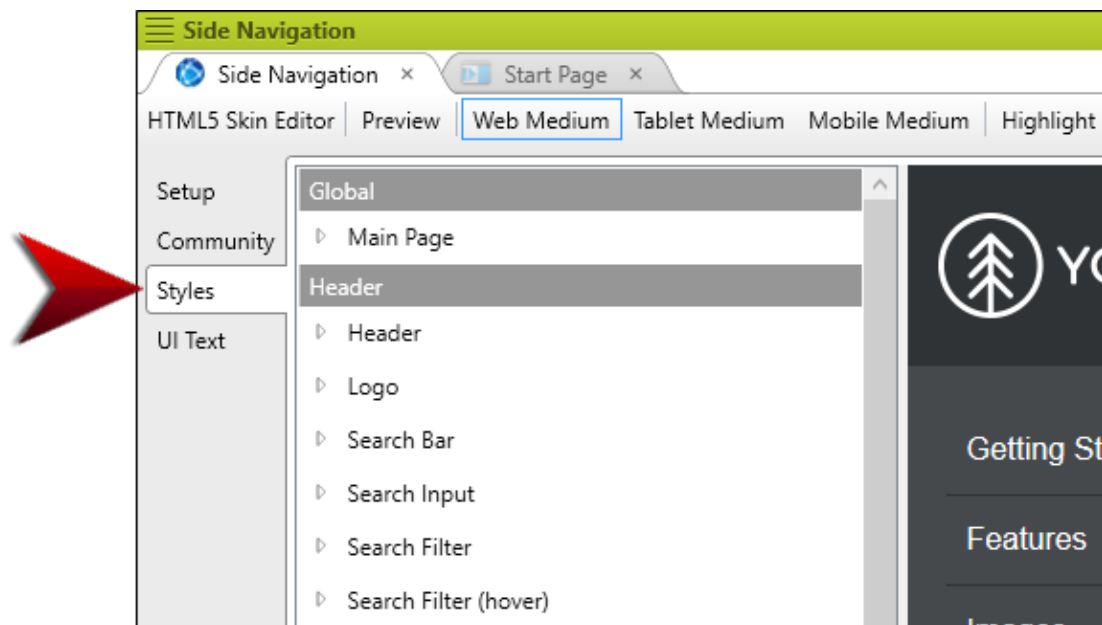
3. Save the file.

# How to Change Colors in the Skins

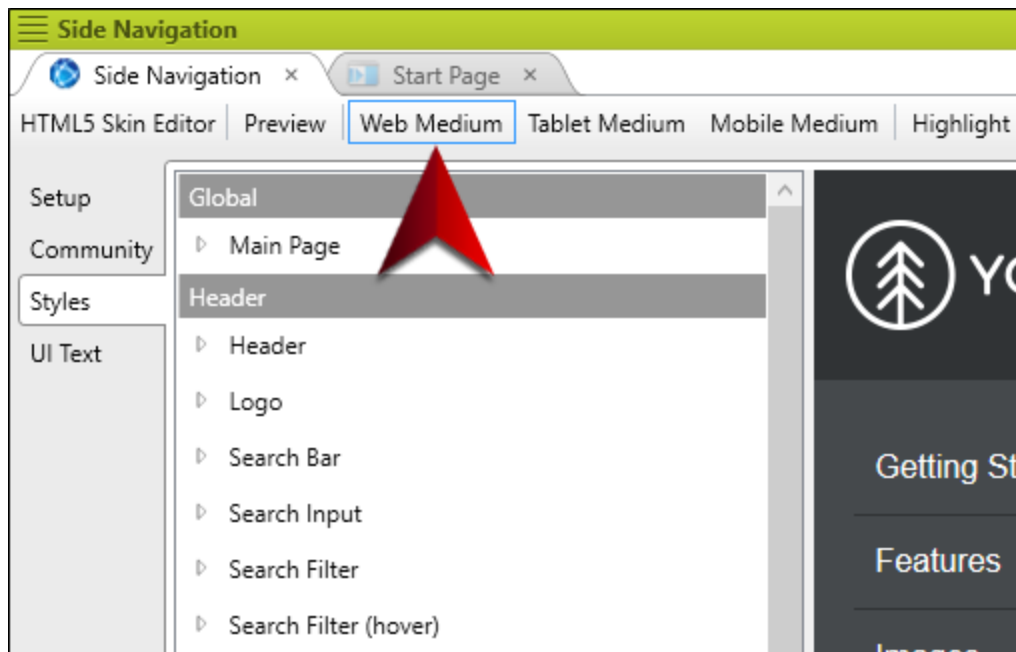
1. Open the Project Organizer, expand **Skins**, and double-click either of the skin files.



2. On the left, select the **Styles** tab.



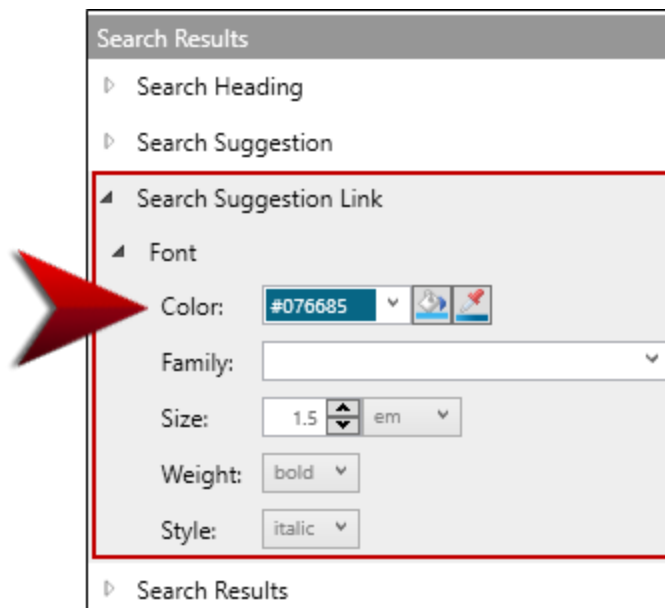
3. At the top of the editor, make sure **Web Medium** is selected.



4. Expand any of the nodes and edit the color in the appropriate fields. Most of the relevant fields are set to black, white, and gray, which you might decide to leave as is.

If you want to change the “Brand” color, open the **Side-Navigation** skin (this color is not set in the Toolbar skin) and edit any of the following:

#### **Search Suggestion Link > Font > Color**



**Search Result Link > Font > Color**

**Search Result Link (active) > Font > Color**

**Search Result Link (focus) > Font > Color**

**Search Result Link (visited) > Font > Color**

**Search Result Path > Font > Color**

**Search Pagination Item > Font > Color**

5. Save the file.

# Changing the Height of Home Page Tiles

The height of the tiles on the Home page are set to a fixed value of **250px**. In order to change this, you must edit the **Styles.css** file.

These are the  
"Home Tiles."



FictionSoft Knowledge Base is used for any information related to all released versions of FictionSoft Product 1.

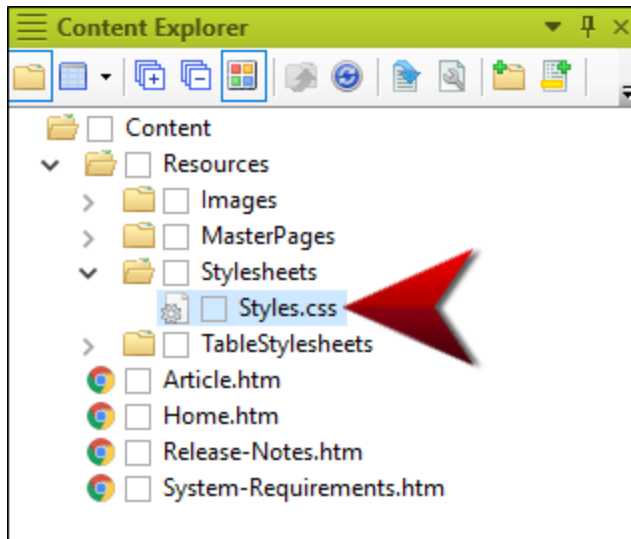


Need help getting your project configured?  
Contact [MadCap Software Technical Support](#).

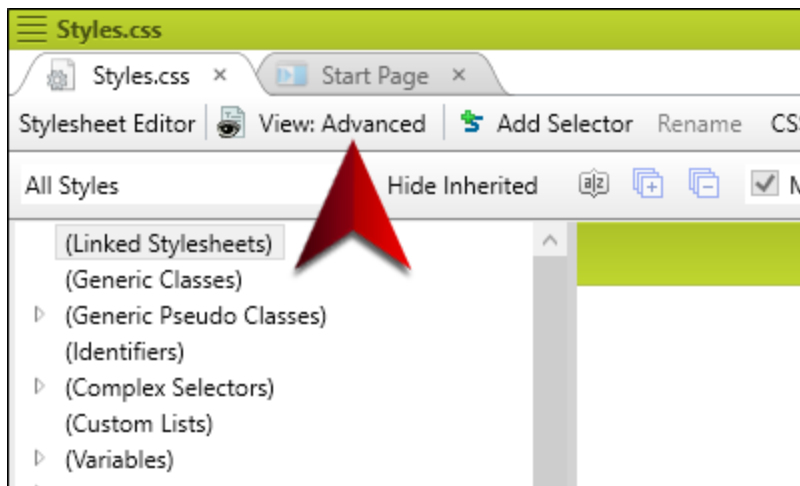


# How to Change the Height of the Home Page Tiles

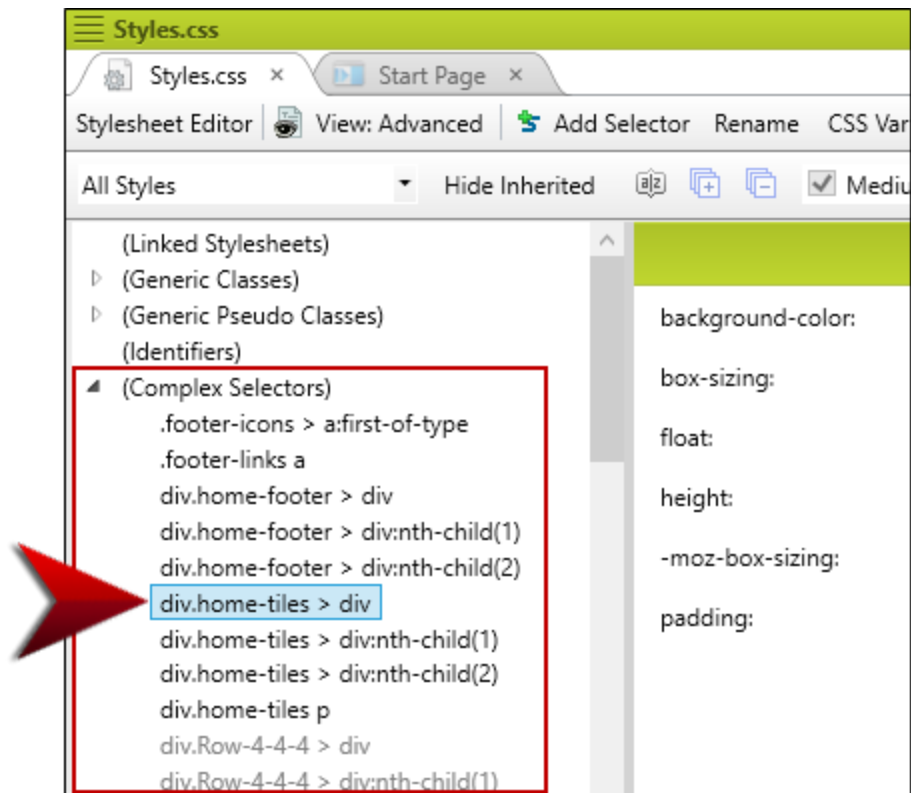
1. Open the Content Explorer, expand **Resources > Stylesheets**, and double-click **Styles.css**.



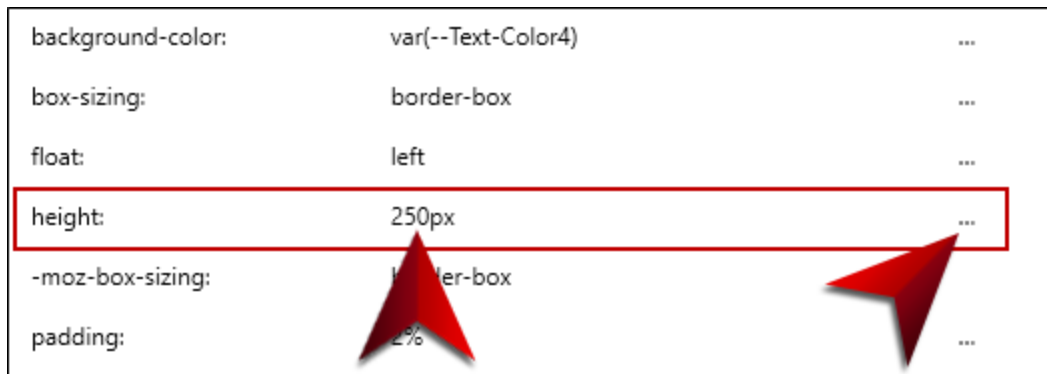
2. In the Stylesheet Editor, make sure you are in **Advanced** view.




3. On the left side, expand **(Complex Selectors)** and select **div.home-tiles > div**.



4. On the right side of the editor, next to **height**, type the new value. You can also click ... and use the dialog.



 **Note:** If you have group view enabled instead of alphabetical view, you will need to expand the **Box** group before making your changes.



**Note:** If you remove the height property, the tiles will automatically resize based on the contents.

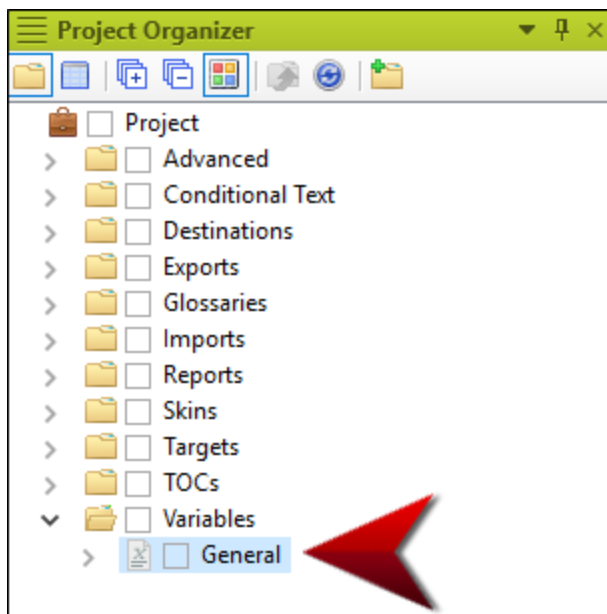
5. Save the file.

# Changing Variables

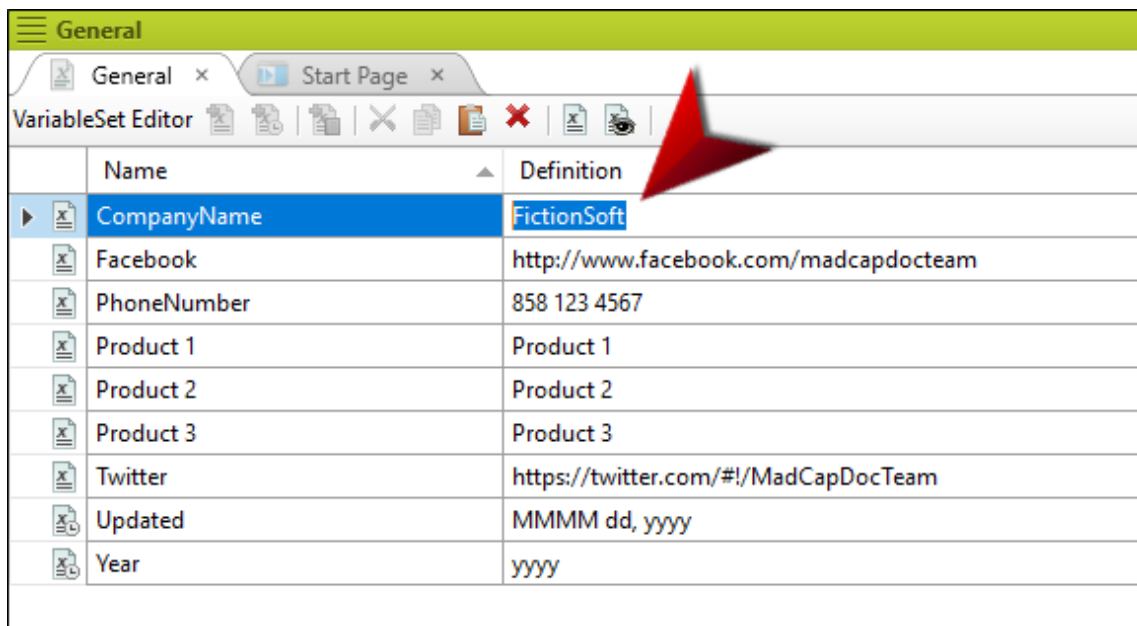
You might use variables for company information, social media URLs, product names, the date of publication, and more. To change the definitions for the variables used in this template, edit the **General** variable set file. You can also create and insert new variables for other purposes.

# How to Change Variables

1. Open the Project Organizer, expand **Variables**, and double-click **General**.



2. In the Variable Set Editor, click twice slowly in the **Definition** cell you want to change and type the new text.



3. Press **Enter** on your keyboard.

4. Repeat these steps for each variable definition you want to change. (You can also use the buttons in the local toolbar to add new variables if you like.)
5. Save the file. When you open a file where a variable has been inserted (e.g., Home.htm), you should see the new definition(s) displayed.