

Branding Configs

This page is currently in development. See the [ENV Variables page](#) for more info on specific variables mentioned below. Note: if you've previously deployed and are updating your BlockScout version with new assets, be sure to remove static assets from the previous build (use `mix phx.digest.clean` or manually delete assets located in `inapps/block_scout_web/priv/static` folder) before updating current files and restarting/rebuilding BlockScout.

In order to rebuild new front-end assets run the following. Note: If preferred, use `npm ci` rather than `npm install` to strictly follow all package versions in `package-lock.json`

1. `cd apps/block_scout_web/assets; npm install && node_modules/webpack/bin/webpack.js --mode production; cd -`
2. `mix phx.digest 3.`
3. Theme Colors and other CSS-based attributes
4. : See [CSS Configs and Presets](#)
5. to set your instance to the stylesheet you want to use.
6. Logos
7. : Use the LOGO and FOOTER_LOGO [env variables](#)
8. to direct to your uploaded logos. Logos and other assets are located in the `apps/block_scout_web/assets/static/images`
9. folder.
10. Coin
11. : [Customize the coin symbol](#)
12. using the COIN & COINGECKO_COIN_ID [env variables](#)
13. .
14. MetaData
15. : MetaTags can be adjusted for various pages in the templates area. For the home page, tag data is rendered from here: `/apps/block_scout_web/lib/block_scout_web/templates/chain/_metatags.html.eex`
16. Titles / Subtitles
17. : Browser tab displays the title from the `2 SUBNETWORK + NETWORK` [env variables](#)
18. .
19. Favicon
20. : replace the current favicons located in the `apps/block_scout_web/assets/static/images`
21. folder.
22. Menus
23. : Use the APPS_MENU [env variable](#)
24. to include an apps menu and EXTERNAL_APPS to populate the menu.
25. Top navigation bar
26. : Data is rendered from here:
27. `/apps/block_scout_web/lib/block_scout_web/templates/layout/_topnav.html.eex`
28. Footer
29. : Data is rendered from here: `/apps/block_scout_web/lib/block_scout_web/templates/layout/_footer.html.eex`
30. ENV variables for footer links
31.
 1. FOOTER_CHAT_LINK
32.
 1. FOOTER_FORUM_LINK
33.
 1. FOOTER_GITHUB_LINK
34. 4.
35. Custom Theming
36. : Custom theming is available from the BlockScout team. [Learn More](#)
37. .
38. .

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