# Getting started

Thank you for purchasing Material Admin. If you have any questions that are beyond the scope of this help file, please leave a comment in the forum and we will respond as soon as possible.

# General Structure

The Material Admin Template has been built upon the Bootstrap framework. So everything you find in Bootstrap, you find in Material Admin... and more. Material Admin also included a lot of external javascript libraries which are optional to include in your project.

## HTML

Material Admin requires a few CSS and Javascript imports. Copy the code below to get you started on your project.

```
<html lang="en">
    <head>
        <title>Material Admin</title>

        <!-- BEGIN META -->
        <meta charset="utf-8">
        <meta http-equiv="X-UA-Compatible" content="IE=edge">
        <meta name="viewport" content="width=device-width, initial-scale=1.0">
        <meta name="keywords" content="your,keywords">
        <meta name="description" content="Short explanation about this website">

        <!-- BEGIN STYLESHEETS -->
        <link href='http://fonts.googleapis.com/css?family=Open+Sans:400italic,300,400,600,700,800' rel='stylesheet' type='text/css'/>
        <link type="text/css" rel="stylesheet" href="/assets/css/theme-default/bootstrap.css" />
        <link type="text/css" rel="stylesheet" href="/assets/css/theme-default/materialadmin.css" />
        <link type="text/css" rel="stylesheet" href="/assets/css/theme-default/font-awesome.min.css" /> <!--Font Awesome Icon Font-->
        <link type="text/css" rel="stylesheet" href="/assets/css/theme-default/material-design-iconic-font.min.css" /> <!--Material Design
Iconic Font-->
        <!-- Additional CSS includes -->

        <!-- HTML5 shim and Respond.js IE8 support of HTML5 elements and media queries -->
        <!--[if lt IE 9]>
        <script type="text/javascript" src="/assets/js/libs/utils/html5shiv.js"></script>
        <script type="text/javascript" src="/assets/js/libs/utils/respond.min.js"></script>
        <![endif]-->
    </head>
    <body>
        ~ BODY content goes here ~

        <!-- BEGIN JAVASCRIPT -->
        <script src="/assets/js/libs/jquery/jquery-1.11.2.min.js"></script>
        <script src="/assets/js/libs/jquery/jquery-migrate-1.2.1.min.js"></script>
        <script src="/assets/js/libs/bootstrap/bootstrap.min.js"></script>
        <script src="/assets/js/libs/nanoscroller/jquery.nanoscroller.min.js"></script>

        <!-- Put App.js last in your javascript imports -->
        <script src="/assets/js/core/source/App.min.js"></script>
```

```
        </body>
</html>
```

## Body

Material Admin has a fluid layout with a main navigation, header and an off-canvas on the left and right. Every html element is located in the `#base` tag, except for the `<header>`.
The `#base` elements shoud be placed in the following sequence.

1. `.offcanvas`
2. `#content`
3. `#menubar`
4. `.offcanvas`

The general template structure is the same throughout the template. Here is the general structure.

```
<body>
    <header id="header">
        ~ Header content goes here ~
    </header>
    <div id="base">
        <div class="offcanvas">
            ~ Left off-canvas content goes here ~
        </div>
        <div id="content">
            ~ Main content goes here ~
        </div>
        <div id="menubar">
            ~ Menubar content goes here ~
        </div>
        <div class="offcanvas">
            ~ Right off-canvas content goes here ~
        </div>
    </div>
</body>
```

# Menubar structure

The menubar contains the logo and the main menu.

## Fixed and scroll panel

The `#menubar` has two main panels, `.menubar-fixed-panel` and `.menubar-scroll-panel`.
The `.menubar-fixed-panel` contains a `.expanded`. Content inside this element will only be visible when the menu is expanded.
The `.menubar-scroll-panel` can be used to display your main navigation and a menubar footer. Place your footer content inside a `<div>` with the class `.menubar-foot-panel`.

The `.menubar-fixed-panel` is only visible when you have the class `.menubar-first` placed on your `<body>`.

```
<div id="menubar">
    <div class="menubar-fixed-panel">
        <div>
            ~ Content that is always visible goes here ~
        </div>
        <div class="expanded">
            ~ Your logo when the menu is expanded goes here ~
        </div>
    </div>
    <div class="menubar-scroll-panel">
        <ul id="main-menu" class="gui-controls">
            ~ Main navigation goes here ~
        </ul>
        <div class="menubar-foot-panel">
            ~ Footer content goes here ~
        </div>
    </div>
</div>
```

## Basic main menu

The menubar content contains the main menu. Add for every link a `<li>` tag with an `<a>` tag inside. Every root link can hold an icon. Add the icon inside a `<div>` tag with the class `gui-icon`. You can add the title inside a `<span>` with the class `.title`.

```
<div class="menubar-scroll-panel">
    <ul id="main-menu" class="gui-controls gui-controls-tree">
        <li><small>DIVIDER</small></li>
        <li>
            <a href="#" class="active">
                <div class="gui-icon"><i class="fa fa-home"></i></div>
                <span class="title">Home</span>
            </a>
        </li>
        <li>
            <a href="#">
                <div class="gui-icon"><i class="fa fa-dashboard"></i></div>
                <span class="title">Dashboard</span>
            </a>
        </li>
        ...
    </ul>
</div>
```

## Submenus

Every main menu item can contain a submenu. Visually Material Admin will indent the submenus and add tree lines up to 5 levels deep.

To add an extra submenu, simply add an `<ul>` list to a `li.gui-folder` item. You can see this in the example below.

```
<div class="menubar-scroll-panel">
    <ul id="main-menu" class="gui-controls gui-controls-tree">
        ...
        <li class="gui-folder">
            <a>
                <div class="gui-icon"><i class="md md-email"></i></div>
                <span class="title">Level 1</span>
            </a>
            <ul>
                <li><a href="#"><span class="title">Item 1.1</span></a></li>
                <li><a href="#"><span class="title">Item 1.2</span></a></li>
                <li class="gui-folder">
                    <a href="javascript:void(0);"><span class="title">Level 2</span></a>
                    <ul>
                        <li><a href="#"><span class="title">Item 2.1</span></a></li>
                        ...
                    </ul>
                </li>
                ...
            </ul>
        </li>
        ...
    </ul>
</div>
```

# Header structure

The header can contain buttons, dropdown menus and logos. View the code below to get started.

```
<header id="header" >
    <div class="headerbar">
        <div class="headerbar-left">
            <ul class="header-nav header-nav-options">
                ~ Left aligned navigation items ~
            </ul>
        </div>
        <div class="headerbar-right">
            <ul class="header-nav header-nav-options">
                ~ Right aligned navigation items ~
            </ul>
            <ul class="header-nav header-nav-profile">
                ~ Right aligned profile dropdown menu ~
            </ul>
            <ul class="header-nav header-nav-toggle">
                ~ Right aligned toggle items ~
```

```
                </ul>
            </div>
        </div>
    </header>
```

# Off-canvas structure

Create a smooth off-canvas sidebar that slides in and out of the page. The off-canvas component is perfect for adding more functionality without the cost of screen real estate.

## Off-canvas left

To add an off-canvas component on the left side, you have to add it as the first `<div>` element in the `#base` tag.

```
<div id="base">
    <div class="offcanvas">
        <div class="offcanvas-pane">
            ~ Offcanvas content ~
        </div>
        <div class="offcanvas-pane">
            ~ Offcanvas content ~
        </div>
    </div>
    ...
</div>
```
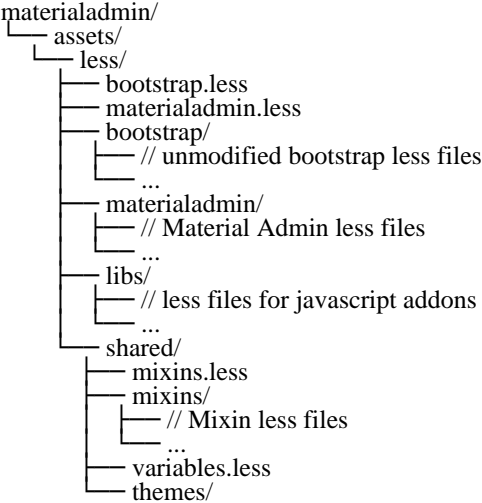
## Off-canvas right

To add an off-canvas component on the right side, you have to add it as the last `<div>` element in the `#base` tag.

```
<div id="base">
    ...
    <div class="offcanvas">
        <div class="offcanvas-pane">
            ~ Offcanvas content ~
        </div>
        <div class="offcanvas-pane">
            ~ Offcanvas content ~
        </div>
    </div>
</div>
```

# Less structure

Use the .less files to change the look of your project.

## HTML

The .less files for Material Admin have the following structure:

```
materialadmin/
└── assets/
    └── less/
        ├── bootstrap.less
        ├── materialadmin.less
        ├── bootstrap/
        │   ├── // unmodified bootstrap less files
        │   └── ...
        ├── materialadmin/
        │   ├── // Material Admin less files
        │   └── ...
        ├── libs/
        │   ├── // less files for javascript addons
        │   └── ...
        └── shared/
            ├── mixins.less
            ├── mixins/
            │   ├── // Mixin less files
            │   └── ...
            ├── variables.less
            └── themes/
```

```
├── theme-1.less
├── theme-2.less
├── theme-3.less
├── theme-4.less
├── theme-5.less
└── theme-default.less
```

## Basic modifications

If you want to tweak some colors and basic dimensions for your project, you can create a new theme in 2 steps:

1. Create a new file in the directory `/materialadmin/assets/less/shared/themes/` called:`theme-custom.less`
2. In the file `/materialadmin/assets/less/shared/variables.less` change the line at the very bottom from:
   `@import "themes/theme-default.less";`
   to
   `@import "themes/theme-custom.less";`

Any modification of .less variables should be placed inside `theme-custom.less`. This file will overwrite any variable located in `/materialadmin/assets/less/shared/variables.less` and `/materialadmin/assets/less/bootstrap/variables.less`

## Extensive modifications

Material Admin has kept the Bootstrap .less files original. This way you can update Bootstrap easily. Therefore it's recommended not to change the files located in `/materialadmin/assets/less/bootstrap/`.
The documentation has green outlined cards which indicates the location of the .less files for that particular component. These files overwrite the Bootstrap components in some cases. Extensive modifications can be applied in these .less files.

## Compile

If you modify the .less files, you should remember to compile the .less files to CSS. The .less files that should be compiled to CSS are the files directly in the directory `/materialadmin/assets` and every .less file located in the subdirectories of `/materialadmin/assets/libs`.

# Credits

Material Admin uses the following images, .less files and javascript files as listed:

```
materialadmin/
├── assets/
│   └── less/
│       ├── bootstrap.less (from Twitter, Inc)
│       └── bootstrap/ (from Twitter, Inc)
├── img/
│   ├── img1.jpg (from Pixabay)
│   ├── img2.jpg (from Pixabay)
│   ├── img3.jpg (from Envato)
│   ├── img4.jpg (from Pixabay)
│   ├── img5.jpg (from Pixabay)
│   ├── img6.jpg (from Pixabay)
│   ├── img7.jpg (from Pixabay)
│   ├── img8.jpg (from Photodune, link: 'http://photodune.net/item/facial-portrait-of-an-attractive-adult-man/6364232' )
│   ├── img9.jpg (from Pixabay)
│   ├── img10.jpg (from Pixabay)
│   ├── img11.jpg (from Pixabay)
│   ├── img12.jpg (from Pixabay)
│   ├── img13.jpg (from Pixabay)
│   ├── img14.jpg (from Pixabay)
│   ├── img15.jpg (from Pixabay)
│   ├── img16.jpg (from Pixabay)
│   ├── avatar1.jpg (from Photodune, link: 'http://photodune.net/item/facial-portrait-of-an-attractive-adult-man/6364232' )
│   ├── avatar2.jpg (from Photodune, link: 'http://photodune.net/item/portraits/6904608' )
│   ├── avatar3.jpg (from Photodune, link: 'http://photodune.net/item/smiling-portraits/4276142' )
│   ├── avatar4.jpg (from Photodune, link: 'http://photodune.net/item/smiling-portraits/4276142' )
│   ├── avatar5.jpg (from Photodune, link: 'http://photodune.net/item/portraits/6904608' )
```

```
    ├── avatar6.jpg (from Photodune, link: 'http://photodune.net/item/smiling-portraits/4276142' )
    ├── avatar7.jpg (from Photodune, link: 'http://photodune.net/item/smiling-portraits/4276142' )
    ├── avatar8.jpg (from Photodune, link: 'http://photodune.net/item/smiling-portraits/4276142' )
    ├── avatar9.jpg (from Photodune, link: 'http://photodune.net/item/smiling-portraits/4276142' )
    ├── avatar10.jpg (from Photodune, link: 'http://photodune.net/item/smiling-portraits/4276142' )
    ├── avatar11.jpg (from Photodune, link: 'http://photodune.net/item/smiling-portraits/4276142' )
    ├── avatar12.jpg (from Photodune, link: 'http://photodune.net/item/smiling-portraits/4276142' )
    ├── avatar13.jpg (from Photodune, link: 'http://photodune.net/item/smiling-portraits/4276142' )
    └── avatar14.jpg (from Photodune, link: 'http://photodune.net/item/portraits/6904608' )
├── js/
    └── libs/
        ├── autosize/ (from Jack Moore)
        ├── blueimp-file-upload/ (from Sebastian Tschan)
        ├── bootstrap/ (from Twitter, Inc)
        ├── bootstrap-colorpicker/ (from Stefan Petre)
        ├── bootstrap-datepicker/ (from eternicode)
        ├── bootstrap-multiselect/ (from David Stutz)
        ├── bootstrap-rating/ (from Javier Toledo)
        ├── bootstrap-tagsinput/ (from Tim Schlechter)
        ├── ckeditor/ (from CKEditor)
        ├── d3/ (from Michael Bostock)
        ├── dataTables/ (from Allan Jardine)
        ├── flot/ (from IOLA and Ole Laursen)
        ├── fullcalendar/ (from Adam Shaw)
        ├── gmaps/ (from Gustavo Leon)
        ├── google-code-prettify/ (from Google)
        ├── inputmask/ (from Robin Herbots)
        ├── jquery/ (from jQuery Foundation, Inc)
        ├── jquery-knob/ (from Anthony Terrien)
        ├── jquery-placeholder/ (from Mathias Bynens)
        ├── jquery-ui/ (from jQuery Foundation, Inc)
        ├── jquery-validation/ (from Jörn Zaefferer)
        ├── microtemplating/ (from John Resig)
        ├── moment/ (from Tim Wood, Iskren Chernev, Moment.js contributors)
        ├── morris.js/ (from Olly Smith)
        ├── multi-select/ (from Sam Hocevar)
        ├── nestable/ (from David Bushell)
        ├── raphael/ (from Dmitry Baranovskiy)
        ├── rickshaw/ (from Shutterstock Images)
        ├── select2/ (from Igor Vaynberg)
        ├── skycons/ (from The Dark Sky Company)
        ├── slimscroll/ (from Piotr Rochala)
        ├── sparkline/ (from Splunk, Inc)
        ├── spin.js/ (from Felix Gnass)
        ├── summernote/ (from Alan Hong)
        ├── toastr/ (from Hans Fjällemark & John Papa)
        ├── typeahead/ (from Twitter, Inc)
        └── wizard/ (from Vincent Gabriel & Jason Gill)
```

## [MATERIAL ADMIN](#)

- [Javascript](javascript)

- [Javascript for forms](javascript-for-forms)