Sitecore Foundry

How to create a skin package

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Chapter 1

The structure of the Skin package

In this document we will describe in detail how create a new skin package.

The skin package consists of a top and identity pictures, a background, color palettes and various bars and buttons which together a user can use to fine tune the overall visual view of a site. The skin consists of several elements which make up the constituent parts of the complete skin package. The elements are the Color palettes, Images, Bars, Buttons and Pointers, Skins and Previews. The content of each element is as follows.

1.1 Color palettes

The color palettes consist of three individual palette items. There is a 2x1 palette, a 4x9 palette and a larger 8x9 palette. These are used for choosing colors for various parts of the site. The combination of colors available depends upon the available palette.
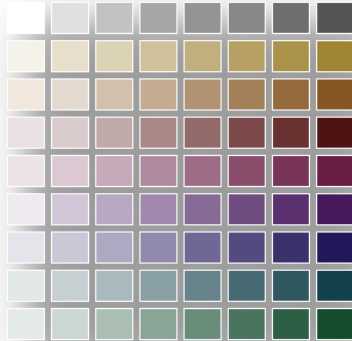The 2x1 palette (see below) contains two colors and is used mainly for font colors.

The 4x9 palette (see below) contains 36 light colors. This is mainly used for background colors in the content area of the web site.

The 8x9 palette (see below) contains 72 colors and is the master palette for site colors. This is used in a wide variety of areas of skin design.

1.2 Images

The images section consists of two necessary images; these are the background and top images. The background image is one that will be used as the main site background image and the top image is the image displayed along the top of the web site page.

1.3 Bars

The Skin package contains four different bars. They are; the top bars, used in the top menu and breadcrumb, the preview image, the column bars, used in spots and the content bars, used in the archive list, news list and picture series amongst others and the bottom bar, used in the footer.

1.4 Buttons and Pointers

There are a variety of buttons and pointers for a skin package. There are seven basic buttons and pointers for a skin package and these are defined in this section.

1.5 Skins

The skin is a list of all the graphic settings for the package. It contains all the settings required to complete the skin definition.

1.6 Previews

This is a set of preview images for the various color settings within the skin.
The following sections describe in detail adding the various parts under a skin definition and creating a new skin within the content editor that a local admin user can then access via the Site Wizard.

Chapter 2

Creating a New Skin Package

All skin packages are stored in the following location:

/sitecore/content/Sitecore Foundry/Administration/Lookup tables/Skin packages. (see below)
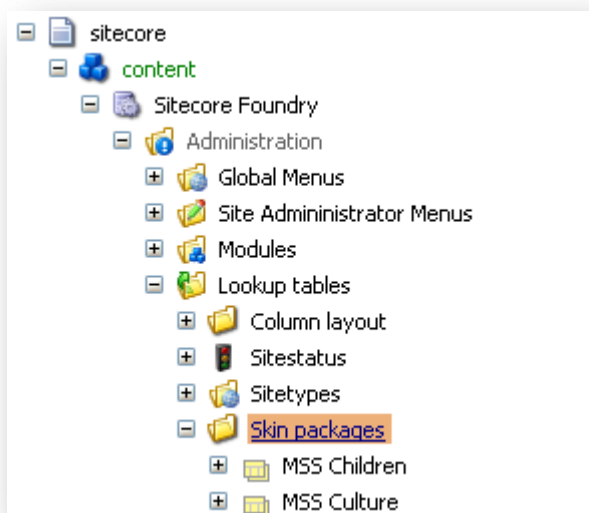
To create new skin package you should add a new item, based on the MSS.SkinPackage template, under skin packages root.
In the next section we will create a new skin package with name Corporate Site.

2.1 Create the Skin Package master item.

Right click on the Skin packages item, select New and then MSS.SkinPackage. This will invoke a window where you can type in the name for the new skin. In this case we will use Corporate Site as the example (see below).
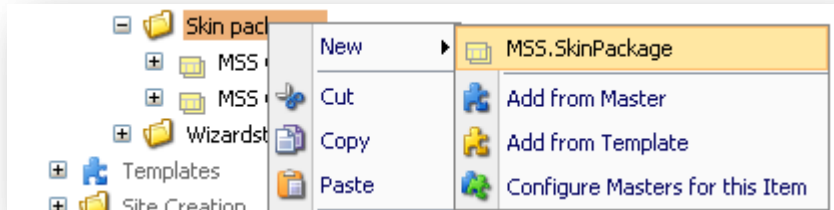
Fill the Title field (see below).

This is a free text field that will be used as the skin's title when the skin is shown in the Site Wizard.
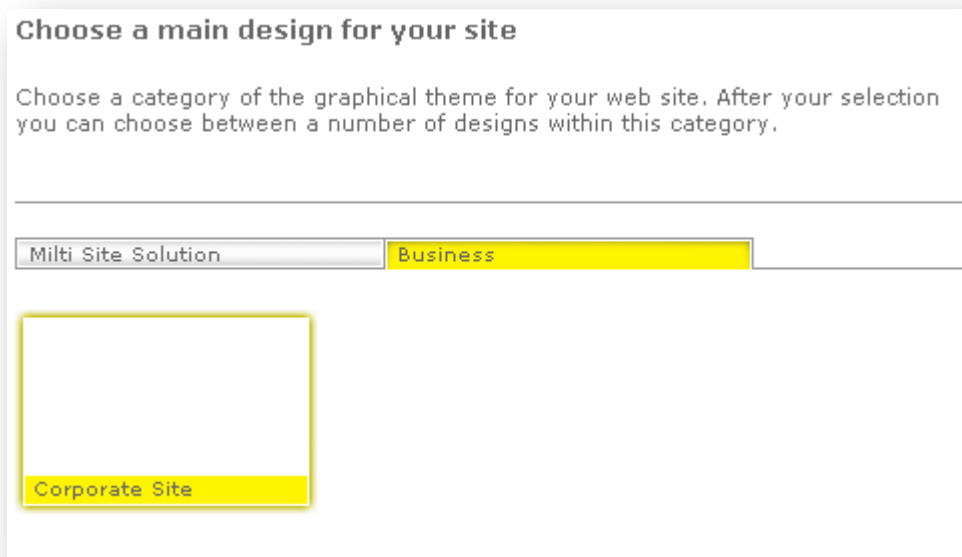
Next fill in the group field.

In the Sitetypes field select the site types which will be provided by this skin package. The skin package will be available only in the sites based on one of the site types selected hare.

This field is used as a tab in the section of the Site Wizard where you choose the skin package (see below).


Now you can start wizard and see the new skin package on the Main design page (see above).
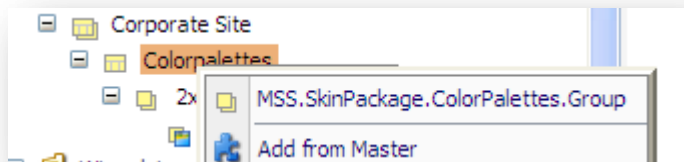
2.2 Add color palettes.

The first step to adding details to the skin package is to add color palettes to the skin packages. Every skin package must have three color palettes: 2x1 (2x1 means 2 columns of 1 row), 4x9 and 8x9.

To add the color palettes you can right click on the Skin packages item Corporate Site, select New and then MSS.SkinPackage.ColorPalettes. This will invoke a window where you can type in the name for the new section. In this case we will use Colorpalettes as the example (see below).
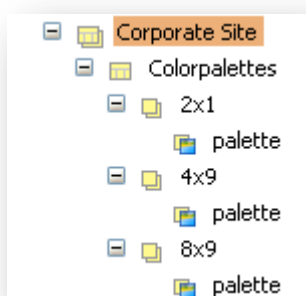

As you can see in the image above you should also create the subitems under the Colorpalettes item. This structure is rigid so no other variations should be added other than the one pictured.

Therefore you should create three subitems called 2x1, 4x9 and 8x9 under the Colorpalettes item using the menu item MSS.SkinPackage.ColorPalettes.Group under the label New when you right click (see below).

Beneath each of these items you should create a further subitem called palette using the menu item MSS.SkinPackage.ImageItem under the label New when you right click (see below).
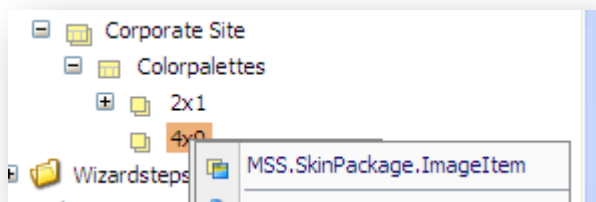
When you are finished the Corporate Site » Colorpalettes item should have the following structure (see below).
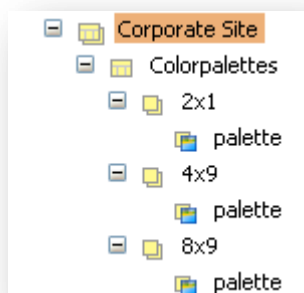

Note: A color sample is H:27 x W:32 pixels with a 1 pixel white border. There are 5 pixels spacing between the color samples and 4 pixels padding around the color palette.
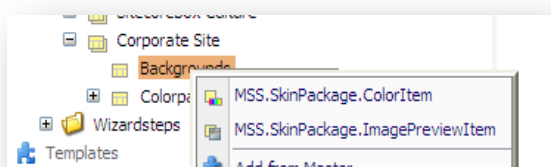
2.3 Add backgrounds

To add the background images to select from you should first add the master Backgrounds item.
You can right click on the Skin packages item Corporate Site, select New and then
MSS.SkinPackage.Backgrounds. This will invoke a window where you can type in the name for
the new section. In this case we must use Backgrounds as the example (see below).
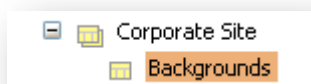
Again the name of this item is rigid so it should always be Backgrounds.
Under this item you can create the items for each background you want the users to be able to
select from. By right clicking on the Backgrounds item, selecting New and then the
MSS.SkinPackage.ImagePreviewItem you can add a background item (see below).

For each background fill in the Title, File and Preview file fields.
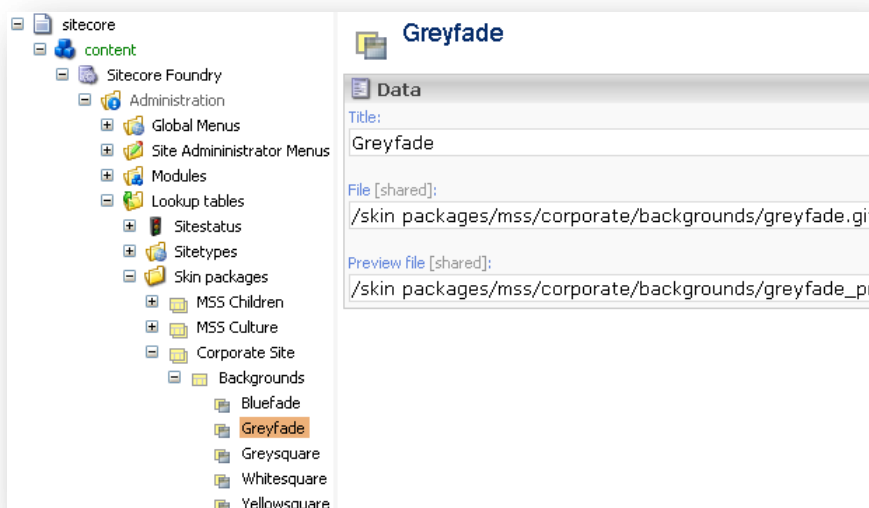
The Title is the title of the background. The File is the image that will be used as the background.
The Preview file image is used as a preview for the Site Wizard.

Note: There are no limits on the size of the image, but the preview image works best at H:53 x W:143 pixels with a 1 pixel white border.

Now start the Site Wizard, select the Corporate Site package and go on the page. On this page you can see the created backgrounds (as shown below with the Greyfade example).
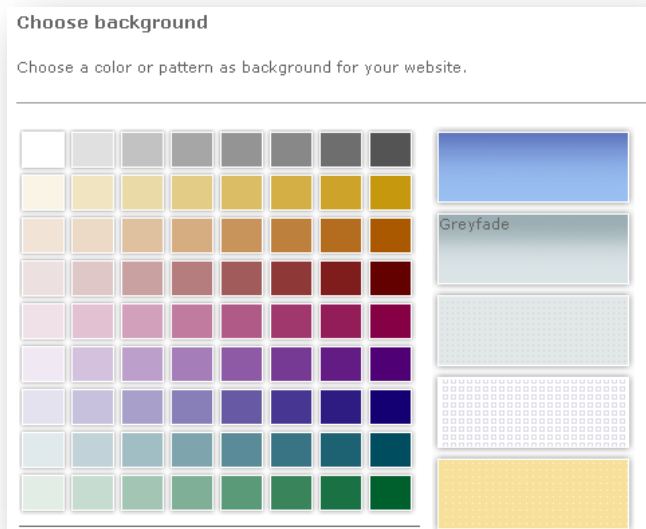

2.4 Add top images.

To add the top images you should first add the master TopImages item. You can right click on the Skin packages item Corporate Site, select New and then MSS.SkinPackage.TopImages. This will invoke a window where you can type in the name for the new section. In this case we must use TopImages as the example (see below).
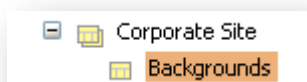

Again the name of this item is rigid so it should always be TopImages.

Under this item you can create the items for each top image you want the users to be able to select from. By right clicking on the TopImages item, selecting New and then the MSS.SkinPackage.ImagePreviewItem you can add a background item (see below).
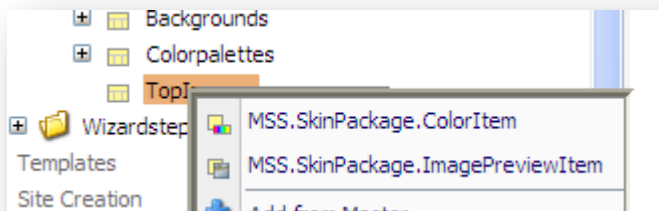

Using the MSS.SkinPackage.ImagePreviewItem master on the top images root add new top images to skin package. For each top image fill the File and Preview file fields. (see below)
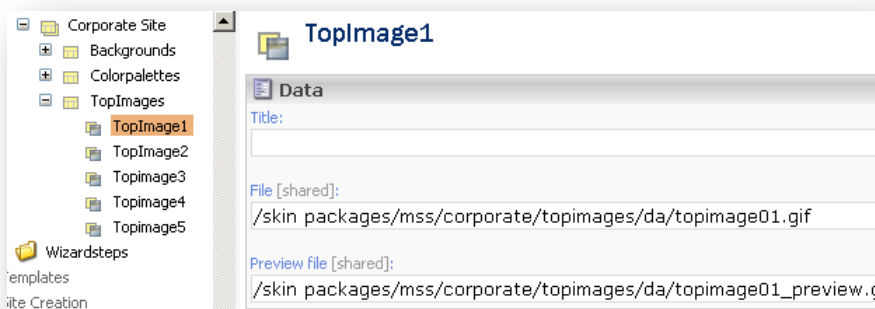
The File field is the location of the image to be used as a top image, whereas the Preview file field is the preview used in the Site Wizard.

To see the top images in the wizard go to the Individual Identity page, select the radio button with name Image (see below).
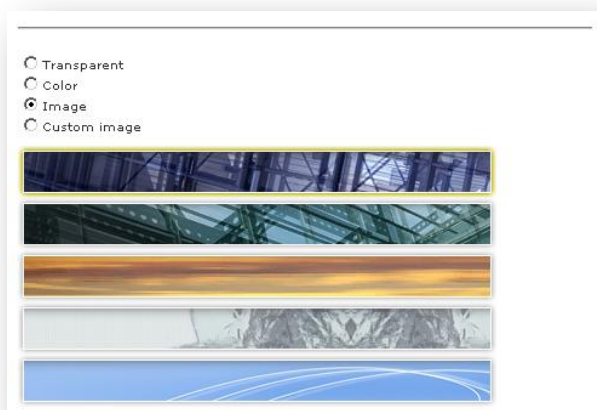
2.5 Add bars

The Skin package contains four different bars:

- TopBars, used in the top menu / breadcrumb. Default size is H:19 x W:760 pixels. Preview image works best at H:19 x W:224 pixels with a 1 pixel white border.
- ColumnBars, used in spots. Default size is H:19 x W:195 pixels. Preview image works best at H:19 x W:224 pixels with a 1 pixel white border.
- ContentBars, used in archive list, news list, picture series, etc. Default size is H:18 x W:336 pixels. Preview image works best at H:19 x W:224 pixels with a 1 pixel white border.
- BottomBars, used in the footer. Default size is H:19 x W:760 pixels. Preview image works best at H:19 x W:224 pixels with a 1 pixel white border.

To add the bars you should first add the master Bars item. You can right click on the Skin packages item Corporate Site, select New and then MSS.SkinPackage.Bars.Group. This will invoke a window where you can type in the name for the new section. In this case we must use Bars as the example (see below).
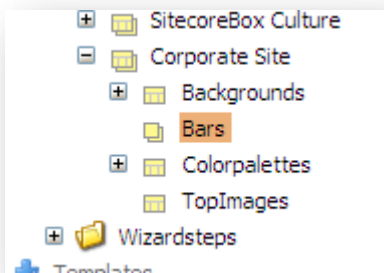
Again the name of this item is rigid so it should always be Bars.

Under this item you can create the items for each bar and the sub items within each bar for the bars you want the users to be able to select from. By right clicking on the Bars item, selecting New and then the relevant item you can add the four bar groups and create the structure shown below (see below).
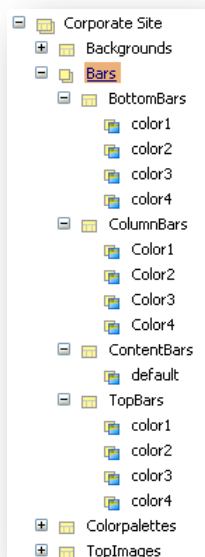

For the item named TopBars you should right click the Bars item and select MSS.SkinPackage,TopBars (see below).

For the item named ColumnBars you should right click the Bars item and select MSS.SkinPackages.ColumnBars (see below).

For the item named ContentBars you should right click the Bars item and select MSS.SkinPackages.ContentBars (see below).
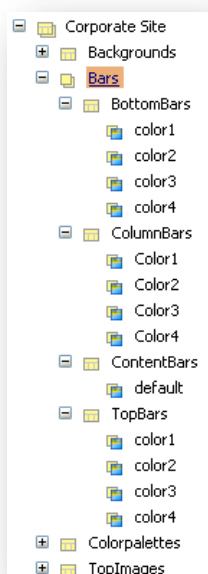
For the item named BottomBars you should right click the Bars item and select the MSS.SkinPackages.BottomBars (see below).
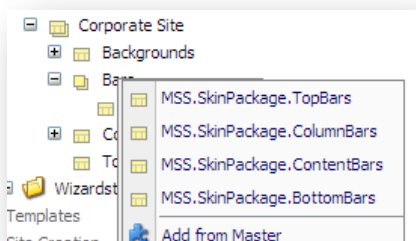
Within each of these headings you can right click and add images using the MSS.SkinPackage.ImageItem selection (see below).
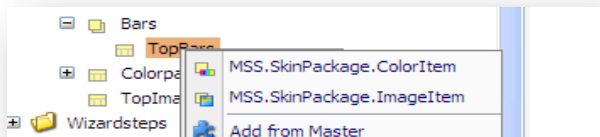
Eventually you should end up with a structure similar to the one below.

To see these bars open the Top and column bar design or Bottom and content bar design pages (see below).
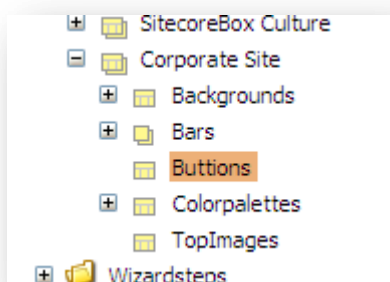
2.6 Add buttons and pointers

This section is a collection of all the icons, arrows and buttons used on the website. A button set contains the following graphics:

- Button, used in forms. This is an image with the default size of H:17 x W:104 pixels.
- Pointer, used in lists and to indicate links in spots. This is an image and default size is H:8 x W:8 pixels.
- Level1, a pointer used in sub menus indicating the first level. This is an image and default size is H:12 x W:14 pixels. It is also possible to include an icon that indicates the "selected" version of the icon.
- Level2, a pointer used in sub menu indicating the second level. This is an image and default size is H:5 x W:8 pixels. It is also possible to include an icon that indicates the "selected" version of the icon.
- Level3, a pointer used in sub menu indicating the third level. This is an image and default size is H:5 x W:4 pixels. It is also possible to include an icon that indicates the "selected" version of the icon.
- Level4, a pointer used in sub menu indicating the fourth level. This is an image and default size is H:4 x W:4 pixels. It is also possible to include an icon that indicates the "selected" version of the icon. Levels below the fourth level use the icon(s) for Level4 if nothing else is defined.
- Preview is an image used in the Wizard for previewing the above graphics. The image works best at H:38 x W:224 pixels.

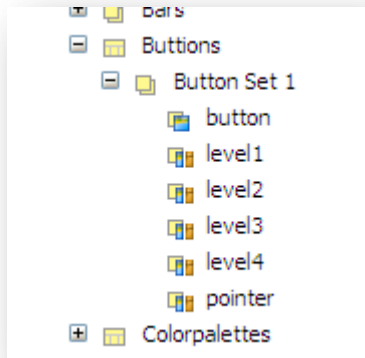### 2.6.1 Add new buttons and pointers to the skin package:

To add the buttons and pointers you should first add the master item. You can right click on the Skin packages item Corporate Site, select New and then MSS.SkinPackage.Buttons. This will invoke a window where you can type in the name for the new section. In this case we must use Buttons as the example (see below).

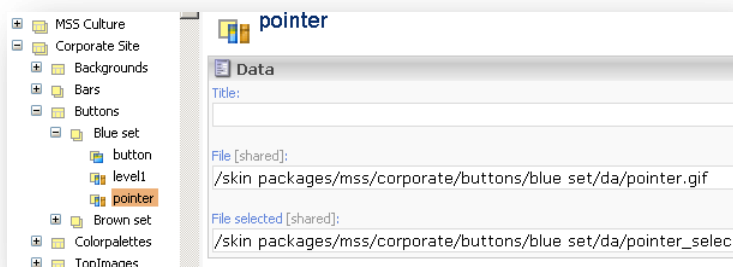Again the name of this item is rigid so it should always be Buttons.
Under this item you can create the items for each button and pointer set you want the users to be able to select from. By right clicking on the Buttons item, selecting New and then MSS.SkinPackage.Buttons.Group you can add the item for each button and pointer set. Within

each set you can then add the buttons and pointers by right clicking on the button set name and selecting MSS.SkinPackage.ImageItem for the item named button. You should then use the menu option MSS.SkinPackage.TwoStateItem to add pointers with the names pointer, level1, level2, level3, level4 (see below).

For all the created items you should fill the File field with path to the actual image file to be used for that particular button or pointer (see below).
**Note:** For the pointers fill the File selected field with path to the selected version of the icon.
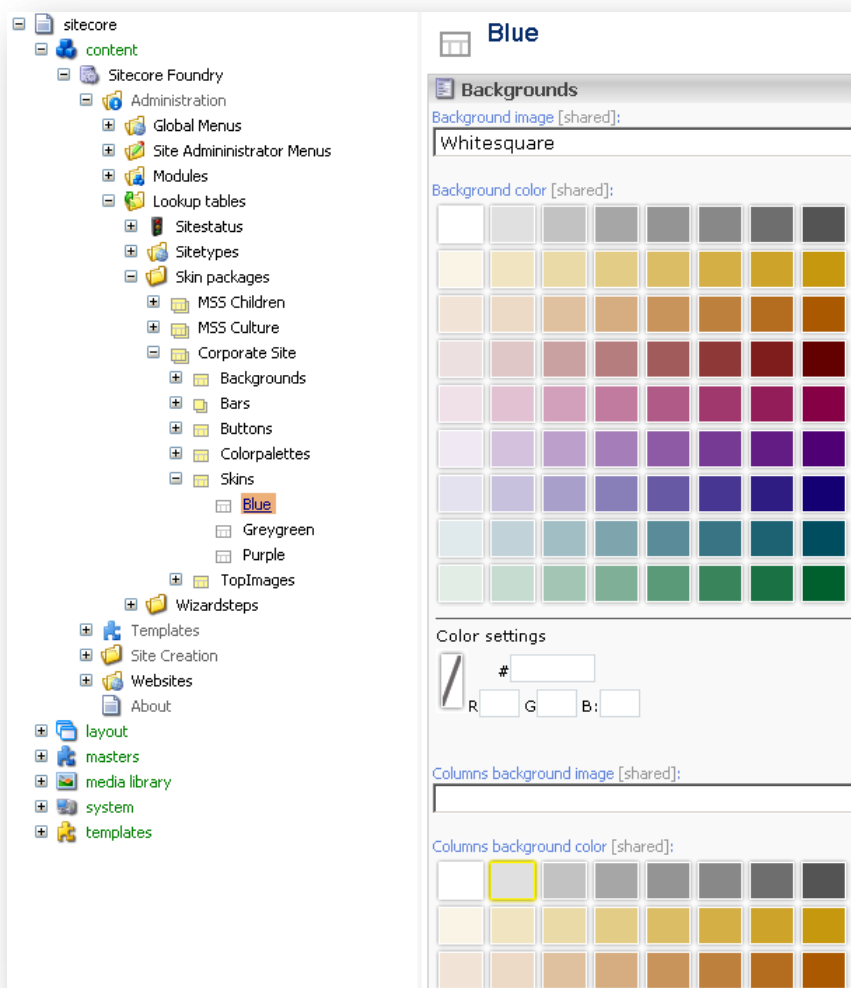

2.7   Add skins

To add the skins you should first add the master Skins item. You can right click on the Skin packages item Corporate Site, select New and then MSS.SkinPackage.Skins. This will invoke a window where you can type in the name for the new section. In this case we must use Skins as the example (see below).
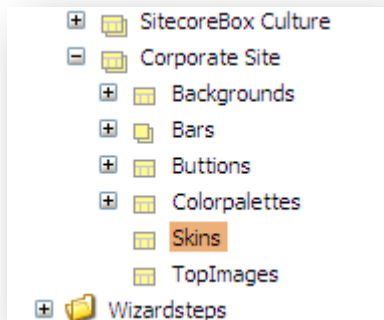
Again the name of this item is rigid so it should always be Skins.

Under this item you can create the items for each skin you want the users to be able to select from. By right clicking on the Skins item, selecting New and then MSS.SkinPackage.Skin you can add each skin item you need.

For each skin you then need to specify all the settings (e.g. background, columns color, text colors etc).
After that the skin package is almost ready. You only need to add the preview images for the skins.

2.8   Add previews.

To add the previews you should first add the master Previews item. You can right click on the Skin packages item Corporate Site, select New and then MSS.SkinPackage.Previews. This will invoke a window where you can type in the name for the new section. In this case we must use Previews as the example (see below).
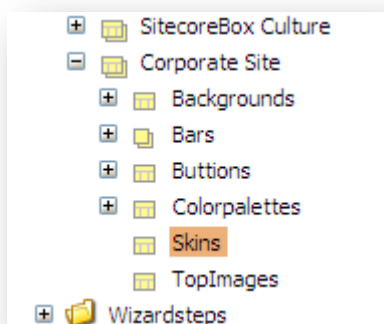
Again the name of this item is rigid so it should always be Previews.
Under this item you can create the items for each preview you want the users to be able to select from. By right clicking on the Previews item, selecting New and then MSS.SkinPackage.ImageItem you can add each preview item you need.
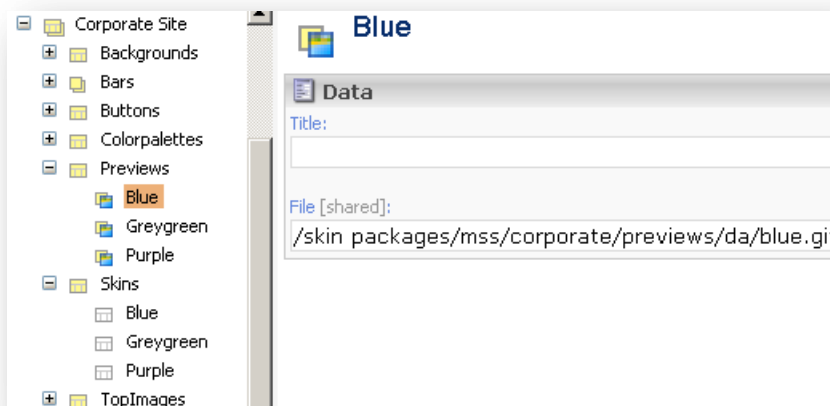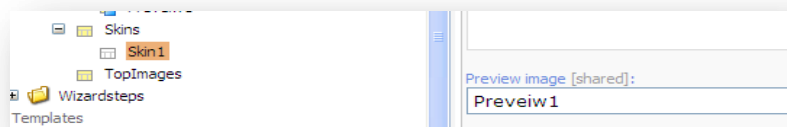

The File field should contain the location of the Preview file as shown above

Note: The image works best at H:106 x W:154 pixels.

2.9 Setting Previews for each skin

Open skins again and specify previews for each skin. (see below)

After that the skin is ready for use. Open the Site Wizard on the Individual design page. You can see the created skins on this page.