

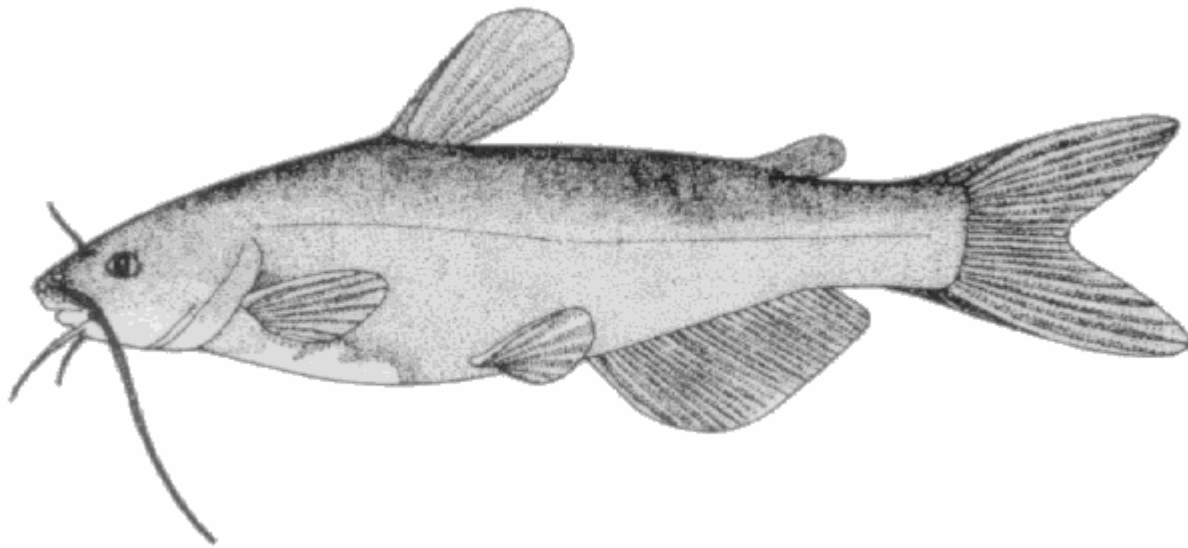
Skinning uPortal: An Overview

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JA-SIG Winter Conference, Dec 3-5, 2006

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- There's more than one way to...

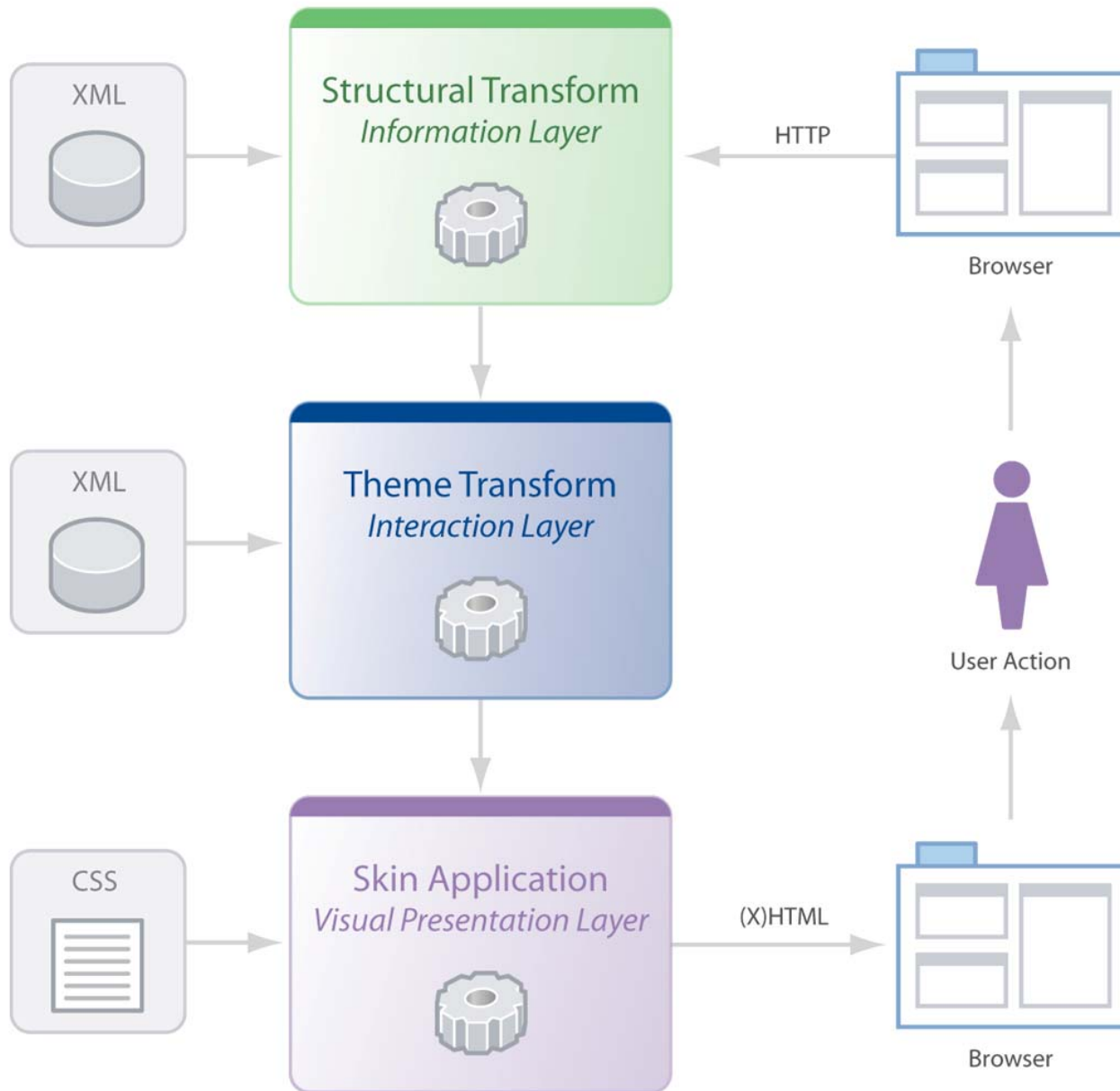


1. Planning
2. Design
3. Development
4. Deployment

Planning

Planning

- Setting up a development environment
 - Safe place for trial and error
 - Demo to stakeholders
 - Consider the uPortal Quickstart
- Understanding the uPortal rendering process
 - Serialization



Planning Considerations

- What layout manager will your portal use?
 - Simple Layout Manager (SLM)
 - Current default for uPortal 3
 - Distributed Layout Manager (DLM)
 - Default for uPortal 2.5.3
 - Aggregated Layout Manager (ALM)
 - Default for Academus

Planning Considerations

- What theme do you want to use?
 - Determined by (or determines) the layout manager
 - Nested-tables – uPortal 2.x
 - Nested-divs – uPortal 2.x
 - MyVT – uPortal 2.4.2
 - uP3
 - New theme for uPortal 2.5.4?

Planning Considerations

- What modifications are you considering?
 - Label or static text
 - Links
 - Markup
 - Positioning/Layout
 - Functionality/Enhancements

Planning Considerations

- What about accessibility?
- How many skins are needed?
- What OS/browser combinations will be supported?
- What are the necessary resources and skillsets? (staff or contract)
- Who will doing the design of the brand application?

Design

Design

- Brand standards (style guide)
- For what users?
- Portal context
- Standard Web layout structure
 - Header
 - Body
 - Footer

Design

- View Checklist
 - Login View (Unauthenticated)
 - Logged in View (Authenticated)
 - Preferences view (differs according to what layout manager you are using)
 - Channel/Portlet Focused view - in normal and Preferences modes (if using integrated Modes)
 - Channel/Portlet Detached view



Hello Daniel Developer. Sign Out



Main Page

My Classes

uPortal Central

Personal

Email & Calendar

Administration ▾

Main Page

Select a Different Page ▾

View Section:

Daily Dashboard ▾

EDIT COLUMN ▾

My Bookmarks ▾ ×



ADD CONTENT

EDIT COLUMN ▾

Campus News & Events (RSS) ▾ ×



Local News (RSS) ▾ ×



EDIT COLUMN ▾

Calendar ▾ ×



Web Mail ▾ ×



ADD CONTENT

Design

- Start rough
- Get feedback from developers
- Do user testing *before* implementation
 - Effectiveness
 - Satisfaction
- Review final design with developers and handoff mockups
- Be available through development for support

Development

Developing A New Skin

1. Copy the entire skin directory
2. Rename the skin directory
3. Register the new skin in the portal
4. Make modifications to skin files
5. Test the new skin in a test environment
6. Move the new skin to a public environment
7. Restart the portal server
8. Verify the new skin within the portal

Development Files

- Location of skin files varies by theme
 - Source vs. deployed
- Structure and organization of files varies by theme
 - One or more XSL theme files
 - One or more CSS files
 - Portlet CSS

Development Tips

- Technology skillsets
 - CSS and images
 - XML/XSL, (X)HTML, JavaScript
- Caching
 - XML output to logs
 - Turning caching off
 - Restarting the Web server

Development Tips

- Separate your content, presentation, and behavior as much as possible
- Use ids and classes carefully
 - Ids should be assigned to elements that are unique within the whole page
 - Classes should be used for elements that might appear more than one time on the page
 - Id and class names should be descriptive of what it *is*, not what it *looks like*.

Development Tips

- Be careful about polluting the page's global namespace
- Stick with a naming convention
- Use CSS rather than inline images
- Inline documentation of theme code
- Test, test, test

Deployment

Deployment

1. Check in to source code repository
 2. Move to production
- Create a skin package
 - Include deployed folder structure
 - Include theme if modified
 - Include the skinList file for new skins

Move to Production

1. Move the skin package to the production environment
2. Restart the portal server
3. Verify new skin within the portal
4. Set the skin as the default (optional)

Review

Review

- Planning
 - Development environment
 - uPortal rendering
 - Project considerations
- Design
 - Brand specification
 - Get early feedback
 - Test with users

Review

- Development
 - Source or deployed
 - Web standards
 - Namespace and naming
 - Test in all browsers
- Deployment
 - Source or deployed
 - Verify

Questions?



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