1. Record Nr. UNINA9910452481503321 Autore Laubacher Remo **Titolo** Creating Concrete5 themes [[electronic resource]]: create high quality concrete5 themes using practical recipes and responsive techniques to make it mobile-ready / / Remo Laubacher Birmingham,: Packt Pub. Ltd., 2013 Pubbl/distr/stampa **ISBN** 1-78216-165-1 1-299-19833-3 Descrizione fisica 1 online resource (160 p.) Disciplina 005.276 Soggetti Digital media - Management Multimedia systems - Management Java (Computer program language) Electronic books. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Includes index. Cover; Copyright; Credits; About the Author; About the Reviewer; www. Nota di contenuto PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started; Getting your own concrete5 site: Start working with concrete5: Dashboard to manage concrete5; How to edit content; What are blocks; What is an area?; Adding and updating blocks; Publishing changes and managing versions; Managing files; Uploading files; Working with stacks; Change the layout and style of your pages, areas, and blocks; Page types: Design to customize the appearance of blocks and areas: Splitting content in different columns Creating and managing pages Adding a new page; Adding default blocks to page types; Summary; Chapter 2: Architecture of concrete5: The file structure of concrete5; concrete5 updates; Caching for better performance; The distinction of Model-View-Controller (MVC); The anatomy of a page; The anatomy of a block; concrete5 API and helpers; Helpers; Events to hook into the core; What happens when a page is

rendered; Why you might want to build a package; Basic package installer: Marketplace submission: Summary: Chapter 3: Creating Your

First Theme; Getting started with themes

Creating the first theme Adding our page type template; Creating the shared header: Creating the shared footer: Adding a theme thumbnail: Installing your theme; Adding CSS files to a theme; Adding main.css; Adding typography.css; Content block styles; Performance perfection when including CSS files; Customizable styles; Adding more details; Global areas; Replacing the header area with a global area; Putting blocks in templates; Finding block properties; Templates for page types; Number of blocks per area; Background picture by page attribute: Creating the attribute to hold our picture Assigning attribute to page type Selecting background pictures; Working with attributes in the theme; Page-specific variables; Getting page name and description; Checking the edit mode; Getting the current page type; Summary; Chapter 4: Styling Single Pages; What is a single page?; Creating our own single page; Installing single pages; Changing the single page layout: Adding view.php to your theme: Applying the theme to single pages; Overriding the single page's HTML output; Summary; Chapter 5: Styling the Block Output; Overriding block templates: Additional block templates Block templates with CSS and JavaScript Content block in a box; Overriding blocks in packages; Changing the navigation; Working with the drop-down block template: Creating a portfolio list with filter: Adding portfolio attributes: Creating a page list filter template: Summary; CHapter 6: Responsive Themes; Responsive or separate mobile websites; Responsive techniques; Media queries; How to scale pictures; Pictures on high-density screens; Viewport on small-screen devices; Navigation for small screens; Responsive layout implementation in concrete5: Responsive bootstrap CSS Responsive drop-down navigation

Sommario/riassunto

Practical guide to create Concrete5 themes. This book is great for theme developers new to concrete5 who are looking to use their experience in HTML and CSS to create high quality themes for concrete5. It's assumed that you have worked with HTML before and can also read code as you'll see some basic PHP and JavaScript code. There are a few words about using concrete5, but you're expected to spend a bit of time on your own to get familiar with the concrete5 interface by yourself and by reading some of the articles listed in the book. Readers are expected to have the ability to set up their own c