

Change your site's look and feel

Customize anything on your site

Follow these general instructions to customize a page, picture, text string, or other element on your site.

Important: Custom branding changes can be overridden when your site is upgraded to a new version. You may have to reapply any look-and-feel modifications after an upgrade.

1. Download the sample branding files. Choose one of these files:

<http://www.open.collab.net/community/cif/ctf/54/BrandingBundle-Basic-5.4.0.0.255.zip>

Contains the files you need to do most of your branding tasks. Use this file if you are doing your own branding.

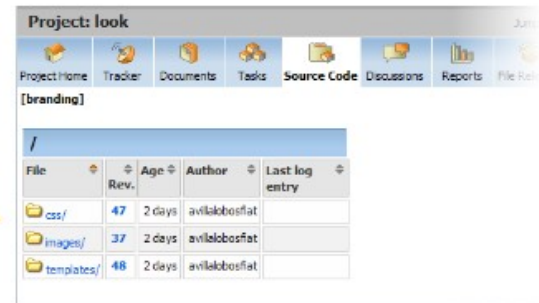
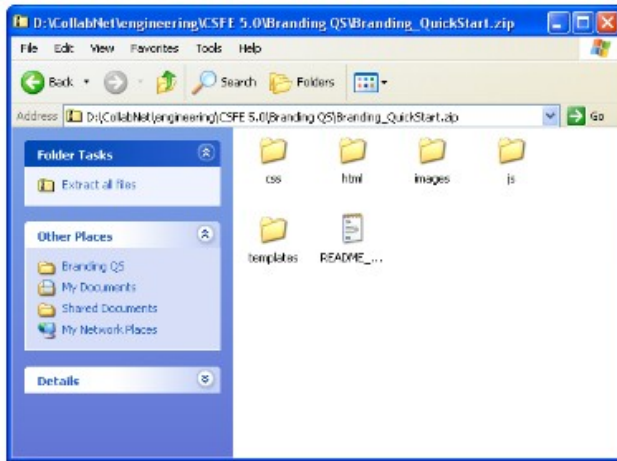
<http://www.open.collab.net/community/cif/ctf/54/BrandingBundle-Advanced-5.4.0.0.255.zip>

Contains all the files that can be customized. For use when someone from CollabNet is doing your branding for you.

Note: It is important that you have the most recent available version of this archive as a starting point. Check that the version number at the top of the **readme.txt** file in your copy of the branding package is the same as your version of the application. If it is not the same, check **www.collab.net** to see if there is a more recent version.

2. In the **look** project, check out the **branding** repository.
3. Copy the default version of the appropriate file from the branding zip file to the equivalent directory in your local copy of the **branding** repository.
4. Change the file to produce the results you want. For example:
 - To change a logo on your site's home page, overwrite the **home.gif** file with a new file of the same name.
 - To change a logo on a project home page, overwrite the **project.gif** file with a new file of the same name.
5. If you are upgrading from an earlier TeamForge version, and your existing site already has look-and-feel customizations, take these extra steps:
 - a. Copy the new branding files over the existing ones in your local copy of the branding repository.
 - b. Use `svn diff` to compare the new file with the existing version of the file in your branding repository.
 - c. Reconcile any conflicts between the two versions.
6. Commit the changed files into your site's **branding** repository.

Important: Your **branding** repository does not have to contain all the files that are in the sample branding zip file, but the structure of your repository must be an exact mirror of the structure of the sample file set.



Check-in the customized branding files

Customize the home page of your site

To change the content of your site's main page, replace the **home.vm** file.

Note: For the general steps for changing the look and feel of a page, see [Customize anything on your site](#).

The **home.vm** template controls the look, feel and structure of the standard home page. The default version allows users to log in and sign up for new user accounts, if CollabNet TeamForge is configured to allow user self-creation.

Edit the **home.vm** template to produce the page you want. You can change these objects on the site home page:

Object	Description
siteNews	The html block that shows site news. The html block itself is not customizable.
mostActiveProjects	The html block that shows the most active projects. The html block itself is not customizable.
displayActivityGraph	A flag that indicates that the activity graph should be displayed.
displayTeamForgeLinks	A flag that indicates that CollabNet TeamForge quick links should be displayed.

Customize the home page of projects

To change the default main pages of the projects on your site, edit the **project_home.vm** file.

Note: For the general steps for changing the look and feel of a page, see [Customize anything on your site](#).

Edit the **project_home.vm** template to produce the project page you want. You can change these objects on the project home page:

Object	Description
projectData	The object that contains the information about the project. It implements the interface <code>com.collabnet.ce.customization.IProjectData</code> .
adminList	The list of project administrators. Each object of the list implements the interface <code>com.collabnet.customization.IUserRow</code> .
memberList	The list of project members. Each object of the list implements the interface <code>com.collabnet.customization.IUserRow</code> .
projectMember	A flag that indicates that the user is a member of the project.
joinProjectButton	The button that contains the link to the Join Project page. It returns a <code>com.collabnet.ce.customization.widgets.Button</code> .
useCustomHomePage	A flag that indicates that the page shows the Wiki Home page instead of the standard Home page.
customHomePage	The html that displays as the Project Home page.
editCustomHomePageButton	The button that is used to edit the custom Home page. It returns a <code>com.collabnet.ce.customization.widgets.Button</code> .
projectAdmin	A flag that indicates whether or not the current user is a Project Admin.
useCustomProjectLogo	A flag that indicates that the Wiki project logo image will be used instead of the standard project logo.
customLogoPathString	The url from where the custom project logo image can be loaded.

Change your site's outgoing emails

When your site sends out automated emails, the text of the emails can be customized to fit your site's specific needs.

Note: Before customizing your site, download the branding files. See [Customize anything on your site](#).

You control screen labels and messages by overriding the resource bundle keys that specify the text strings that appear in Velocity macros and JSPs.

1. In your local copy of the **branding** repository, create a directory called `templates/mail`.
2. In the **templates/mail** directory, create a file containing the custom content for an email that the system sends out. Give the file the same name as the equivalent sample email file in the branding files package. For example, to override the email that is sent out to new members of the site, name the file `templates/mail/user_welcome.vm`. Use Velocity syntax to identify the parts of the email, like this:
 - `##subject`
 - `Welcome to our CSFE 5.0 site!`
 - `##subject`
 - `##body`
 - `Here is the content that I want to appear in emails coming from my site...`
 - `##body`

Note: To customize a template in a specific language, identify the locale as an extension to the file name. For example, to create a user welcome file in Japanese, name the file `templates/mail/user_welcome_ja.vm`

3. Commit your new and changed files into the repository.