

Pimping your site

A designer's starting guide to theming

Date

FOUR
KITCHENS



Skillz

You need of items below:

- CSS
- HTML
- Basic PHP (not even that)
- CCK
- Devel



Philosophy (mine)

The Remodel - you follow the flow of an existing theme and make modifications to it.

Custom House - from the foundation to the roof, it's all yours.

Remodeling

Sub-theming, can be a great quick way to get some out of the box functionality (such as color module) with no programming experience.

However, you will probably not use most of the features and you will be spending a lot of time overriding the style sheet.

Custom House

This method allows you to control every aspect of the theme build and not be dependent on any theme specific functionality. To help reduce that burden you can always include things from an existing theme such as *reset.css* files or handy template functions.



How to play the game

No matter what you do, the majority of your time will be spent over-riding styles. These Styles come in 3 flavors:

- Default Drupal System
- Parent Theme
- Renegade Module

What does a theme need?

The basic is a *.info* file that has a unique name and a *folder* to contain all of your files.

Seriously thats all Drupal needs get going.

- mytheme
 - hello.info
 - style.css
 - page.tpl.php

```
name = Name of Your Theme
description = This is the description field when you select your theme.
screenshot = screenshot.png

; core info
core = 6.x
engine = phptemplate

; regions
regions[content] = Main Content Area
regions[sidebar] = Sidebar
regions[footer] = Footer

; features
features[] = logo
features[] = name
features[] = slogan

; Stylesheets
stylesheets[all][] = css/reset.css
stylesheets[all][] = css/style.css
```


Street Tips

For every template file in the theme there is a function in the core of Drupal. The defaults of which can be found in the API.

Everything you need on a page or node lives in or can be added to ***\$variables / \$vars***

Don't Worry

Even if you don't know a lot in the way of PHP but you shouldn't be afraid to modify template files.

I learn by both experimentation and example.

A Page is what you see

The Anatomy of templates can be confusing sometimes.

- Page.tpl.php - the wrapper for the layout you see
- Node.tpl.php - content specific output
- Block.tpl.php - wrapper and content of blocks
- Comment.tpl.php - comments

Dynamic

To make pages Dynamic you need to have a few variables available in your template files:

- \$title
- \$content
- \$navigation (this is even optional)
- Regions (declared in your .info file)

Nodes - turn em' out

Naming things the easy way

node-(content-type).tpl.php <-- waterfall method

example node-sammich.tpl.php

Force a suggestion based on some criteria, but does not depend on any particular criteria unless you force it to.

```
$vars['template_files'][] = 'sammich';
```

<http://drupal.org/node/190815>

<http://api.drupal.org/api/drupal/modules--node--node.tpl.php/6/source>

Variables - gold teeth

Node templates are where you get to do a lot of the real customization of content output.

Start with `$content`; and use `krumo($vars)`; to see what is available rendered fields from CCK.

example (sammich content type)

Then put these into your node template.

Resources

These tools help

- firebug <http://getfirebug.com/>
- Drupal API <http://api.drupal.org/>
- Drupal theming 6 <http://drupal.org/theme-guide/6>
- ZEN THEME <http://drupal.org/project/zen>
- DEVEL <http://drupal.org/project/devel>
- GOOGLE <- no seriously



Show Love

These folks helped me understand things:

- Emma Jane Hogbin <http://www.emmajane.net/>
- Matt Tucker <http://drupal.org/user/153963>
- Ben Jeavons <http://drupal.org/user/91990>
- Brian Choc <http://www.t4tcolorado.org/node/1159>
- 4K Staff <http://fourkitchens.com>