DNS Manager

4PSA DNS Manager 3.7.0

CSS Structure

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Preface

Who Should Read This Guide

This guide should be read by anyone interested in customizing the look of the 4PSA DNS Manager interface.

This guide should answer any questions you might have about the creating/customizing 4PSA DNS Manager skins. It can also help you solve problems you might experience with the procedure.

Overview

This document is a guide for creating and installing skins for the 4PSA DNS Manager interface. It describes the components of a skin, provides instructions on how to create a skin and how to install it on the server.

> **Note**
>
> All 4PSA DNS Manager translations must be verified and centralized by 4PSA. Please send them to `<docs@4psa.com>` .

Chapter 1, Folder Tree and General Structure describes the components of an interface skin and the folder structure of the image and css files.

Chapter 2 - 4 list the css classes and IDs used to format the elements in the 4PSA DNS Manager interface.

Chapter 5, How to Create a Skin lists the steps needed to create and install a skin.

Chapter 1
Folder Tree and General Structure

The files that define a 4PSA DNS Manager skin are organized in the following folder structure:

```
skin_name\
    css\
        top.css
        left.css
        main.css
    icons\
    images\
```

The styles applied to 4PSA DNS Manager pages are grouped in three `.css` files:

- The top.css file is for the top area of the page (above the menu)

- The left.css file is for the menu area

- The main.css file is for the rest of the page including general layout formatting (position, aligning, floating), page elements formatting (borders,

text colors, background colors, background images, character formatting, etc.).

The style areas of a 4PSA DNS Manager page

Chapter 2
Classes & IDs

Top Area

Table 2.1. Top Area

Class / ID	Contains rules for:
`body`	This html tag defines the separation line between top and content
`.pageBody`	Contains an image set as background which defines the top's look (without the 4psa logo in the left side which is set individual with every new skin);

Left Area

The structure of the left area is the following:

There is a main div tag that extends on the whole width of the working area. Then, for every menu item there are two tags: a div tag and an anchor tag inside this div.

Table 2.2. Left Area

Class / ID / Selector	Contains rules for:
`body`	Page text properties, background color and "powered_by" image
`.navArea`	Top and bottom padding for menu content boxes;
`.navLayout`	Appearance of the menu links, it is used with ".itemselected" and ".name" to modify link color and attributes when a link is clicked or the mouse moves over it
`.menuPanel`	Container properties in which resides a menu box (menuTree + menuPanelTitle), this class also controls the size margins of the container and has a background image ("nav_bg.gif")

`.menuPanelTitle`
 	
`.menuPanelTitleClosed`
 	
`.menuPanelTitleOver`
	Defines the menuPanel top section properties, it controls the height of the title section. These classes are also used for the menu collapse effect

`.menuPanelTitleText`
 	
`.menuPanelTitleTextHover`
	Title appearance (color and weight) in both cases: When the mouse is moved over the text, the class "menuPanelTitleTextHover" is used instead of the default class "menuPanelTitleText"
	
	These two classes are used in combination with menuPanelTitle, MenuPanelTitleClosed, menuPanelTitleOver for the "hover" effect on the title

`.menuPanelTitleLeft.` `menuPanelTitleRight`	Properties of 2 containers (left and right) situated at the ends of the menuPanelTitle container, there are two images inside them (topright.gif, and topleft.gif) which determine the menuPanelTitle ends appearance

`.menuPanelTitleHandle`
 	
`.menuPanelTitleHandleHover`
	These classes are used for computing the up and down arrow effect in the left side of the menu panel title by combining them with .menuPanelTitle and menuPanelTitleHover. In each of the 4

Class / ID / Selector	Contains rules for:
	situations above there is a background image (nav_bg.gif) with different align situations
`.menuTree`	Properties (padding and margins) of the box below menuPanelTitle which contains the menu links with icons
`div.menuTree`	Border around menu box
`.item`	Appearance of a row which contains an icon and a text link
`.menuicon`	Dimension and alignment of the container in which an icon resides
`.name`	Appearance of the text link located on the right side of the icon
`.itemselected`	Sets the background color below a selected menu link
`#conHelp`	Properties of the help box
`#hint_text`	Help text appearance

Styles in the left area

Main Area

Sometimes the main area begins with some tabs (depending on what menu item is selected) but these tabs are described in tabs.css file.

Whether these tabs are present or not, the rest of the information is organised in fieldsets. In the following table are the classes, ids or selectors for some of the elements concerning the main area:

Table 2.3. Main Area

Class / ID / Selector	Contains rules for:
`body`	Page font color, face, size and background color for the main frame
`#resize_tabs`	A div element (invisible) which sets the stretch limit of the page
`#loader` `#loader_iframe,` `#loader_bar`	Loader properties when a page is loaded, they control all the properties of the container (text, colors, dimensions)

Class / ID / Selector	Contains rules for:
`#loader container`	
`.pageTitle`	Background-color, align for the page title also it defines the text properties and page position

`.message_info`
 	
`.message_warning`
 	
`.message_critical`
	The area on top of the page that displays certain type of messages

`.pageBody`	Area below PageTitle table that contains the rest of the page elements, it only sets a margin(right and left)
`fieldset`	This html tag draws a box around elements placed inside them, here this tag is customized so only the top line is displayed
`legend`	Displays the fieldset title and sets the title position
`actionBtnswrap`	Height of the area in which application buttons are placed, also this class defines the vertical distance between two buttons rows
`.actionBtns`	A container in which the button and text button are placed. Sets the horizontal distance between buttons, and the active size of an area around a button and the background image position (the button icon) in this area
`.largeBtn`	Similar to actionBtns with the same properties except height. It is used to vertically center the icon and text button in .actionBtns container
`.actionBtns button`	An invisible button created in the same place as the ensemble icon+text icon. This button will be visible if the css file is missing
`quickLink`	Page position of the quick link above page title
`goUp`	A container which holds the small links buttons situated in the right of the page title (Ex: Up, Refresh)
`someBtn span`	Background image, text position and font properties of the text links buttons
`.fieldset`	The top and bottom padding of a container situated below the fieldset html tag (Ex. A clients table is situated in such container).

Class / ID / Selector	Contains rules for:

`.misc_left`
 	
`.misc_right`
	Text align in 2 containers situated above table, usually these containers include the search form, and links buttons

`.btnTable`	Table margins

`.listTable`
 	
`.listTable th`
 	
`.listTable td`
 	
`. listTable td img`
 	
`.icon`
 	
`.number`
	Table properties such as text align and padding for elements inside a table td

`.evenrow.oddrow`	Different colors for alternative rows in a table

`.required`
 	
`.name`
 	
`.nameError`
	.name is used in a formArea to control the text appearance, .required is for "required" text on the bottom of the formArea

`.advanced`	Properties of the text which appears in the bottom of an formArea (Ex: "Select extension permissions and limits")
`.submitButtons`	Container in which buttons like "Ok", "Cancel" are situated

Styles in the right area

Buttons

Table 2.4. Buttons

Class / ID	Contains rules for:

`.actionBtns`
 	
`.actionBtns_disabled`
	32x32 icon buttons E.g.: Add clients, Add DNS zones.

`.someBtn`
 	
`.someBtn_disabled`
	any button; E.g.: Ok, Cancel, Up

`#bid-login`	The login button
`#bid-ok`	The Ok small button

Class / ID	Contains rules for:
`#bid-cancel`	The Cancel button
`#bid-update`	The Update button
`#bid-calendar`	The Calendar button
`#bid-default`	The Default button
`#bid-up_level`	The Up Level button
`#bid-refresh`	The Refresh button
`#bid-remove_sel`	The Remove Selected button
`#bid-search`	The Search button
`#bid-group`	The Group Operation button
`#bid-apply`	The Apply button
`#bid-show_all`	The Show All button
`#bid-export_excel`	The Export to Excel button
`#bid-export_cvs`	The Export to CSV button
`#bid-export_pdf`	The Export to PDF button
`#bid-glue_records`	The Glue records button from zones list pages.
`#bid-change_owner`	The change zone owner button from zones list pages.
`#bid-add-admin`	The add administrator account from administrator accounts page.
`#bid-add-client`	The add client account from clients page.
`#bid-client_switch_0`	Switch status of the client to off from clients page.
`#bid-client_switch_1`	Switch status of the client to on from clients page.
`#bid-client_edit`	The edit account details from client control panel page.
`#bid-client_settings`	The edit client settings from client control panel page.
`#bid-client_dns_templates`	The dns templates management button from client control panel page.
`#bid-client_add_dns_zone`	The add dns zones button from client control center and zones list pages.
`#bid-client_remote_updates`	The remote updates button from client control center.
`#bid-manage-custom-button`	The custom buttons button from client control center and settings pages.

Class / ID	Contains rules for:
`#bid-add-custom-button`	The add custom button from custom button page.
`#bid-add_record`	The add dns record button from zone edit page.
`#bid-add_record`	The add dns record button from zone edit page.
`#bid-template_ip`	The template IPs button from dns template edit page.
`#bid-remote_logs`	The remote logs button from remote edit and remote location list pages.
`#bid-remote_switch_0`	The switch on button from remote location edit page.
`#bid-remote_switch_1`	The switch off button from remote location edit page.
`#bid-clear_logs`	The clear logs button from remote location edit page.
`#bid-client_backup_dns`	The backup zones button from client control center page.
`#bid-interface_settings`	The interface settings button from settings page.
`#bid-dns_settings`	The DNS Manager settings button from settings page.
`#bid-admin_list`	The administrator accounts button from settings page.
`#bid-session_list`	The sessions button from settings page.
`#bid-global_transfer`	The Global transfer IPs button from settings page.
`#bid-email-templates`	The Email templates button from settings page.
`#bid-file-templates`	The File templates button from settings page.
`#bid-login-preferences`	The login preferences button from settings page.
`#bid-license`	The license button from settings page.
`#bid-access`	The access button from settings page.
`#bid-languages`	The languages button from settings page.
`#bid-skins`	The skins button from settings page.
`#bid-edit_skins`	The add skin button from skins page.
`#bid-export`	The xml export button from settings page.
`#bid-import`	The xml import button from settings page.

Class / ID	Contains rules for:
`#bid-switch-deny`	The switch network access to deny button from access page.
`#bid-switch-allow`	The switch network access to allow button from access page.
`#bid-add-network`	The add network button from access page.
`#bid-add-language`	The add language button from language page.
`#bid-new_dns_record`	The add dns record button from zone edit page.
`#bid-switch_domain-master`	The switch dns zone to master button from zone edit page.
`#bid-switch_domain-slave`	The switch dns zone to slave button from zone edit page.
`#bid-zone_transfer`	The transfer IP addresses button from zone edit page.
`#bid-zone_backup`	The backup DNS zone button from zone edit page.
`#bid-zone_soa`	The zone SOA records button from zone edit page.
`#bid-zone_ns_check`	The check nameservers button from zone edit page.
`#bid-impersonate`	The impersonate button from client control panel page.
`#bid-full_zones_from_file`	The full zones from file from client add DNS zones page.

Chapter 3
How to Create and Install a Skin

If you want to customize the look of the 4PSA DNS Manager interface, follow these steps:

1. Create a copy of one of the skins provided by 4PSA.

2. Customize the `css` files and/ or the image files.

3. Compile the skin.

4. Install the skin.

The standard 4PSA DNS Manager distribution comes with a script that helps you create and install skins. This script can be found at `<DNSMANAGER_ROOT_D>/bin/utils/`. Below you can find more details on how to use this script.

Create a Copy of One of the Skins Provided by 4PSA

1. Change the current directory to: `<DNSMANAGER_ROOT_D>/admin/htdocs/skins/`

2. This directory contains folders corresponding to the skins included in the standard distribution of 4PSA DNS Manager: `default`, `hightech`, `mac`, `reflection`.

   Make a copy of one of these sub-directories to a location of your choice on the server.

   For example, let's replicate the files of the default skin:

   ```
   cp -pR /usr/local/dnsmanager/admin/htdocs/skins/default/ /usr/
   local/dnsmanager/bin/utils/default_copy/
   ```

Customize the Existing Skin

Edit the files replicated in the previous step according to the instructions in chapters 2-4.

Compile the Skin Components

1. Change the current directory to: `<DNSMANAGER_ROOT_D>/bin/utils/`.

2. Run the script `dnsmanager_skin_create.sh`

   The script will ask you to enter:

   - The path to the folder that contains the skin-related files (i.e. the folder created at step Create a Copy of One of the Skins Provided by 4PSA).

     For example, we created the folder: `/usr/local/dnsmanager/bin/utils/default_copy/`

   - The name of the skin.

   - The name of the skin customization author.

   - A short description for the skin.

   - The version of the 4PSA DNS Manager product corresponding to the customized skin.

     For example: `1.4.0`

3. The script creates two files that can be used for installing the skin:

   - `dnsmanager<PRODUCT_VERSION>_<SKIN_NAME>.sh`

   - `dnsmanager<PRODUCT_VERSION>_<SKIN_NAME>.tar.gz`

Install the Skin

To install the skin you have two options:

- From the directory `<DNSMANAGER_ROOT_D>/bin/utils/` on your server.

  Run the `dnsmanager<PRODUCT_VERSION>_<SKIN_NAME>.sh` script created previously.

- From the 4PSA DNS Manager interface.

  1. Log in the 4PSA DNS Manager interface with the administrator account.

  2. Go to the Settings » Skins » Add skin.

  3. Upload the `dnsmanager<PRODUCT_VERSION>_<SKIN_NAME>.tar.gz` file that was created previously.

Chapter 4
Get Support

For online help and support please visit the below areas:

- Knowledge Base: http://kb.4psa.com
- Help Desk Center: https://help.4psa.com
- Forums: http://forum.4psa.com
- Report Bugs: http://www.4psa.com/bugreport

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