

Changing the uPortal Look & Feel

Justin Tilton, Chief Executive Officer
instructional media + magic, inc.
at the
JA-SIG Conference
Destin, Florida
December 4, 2001

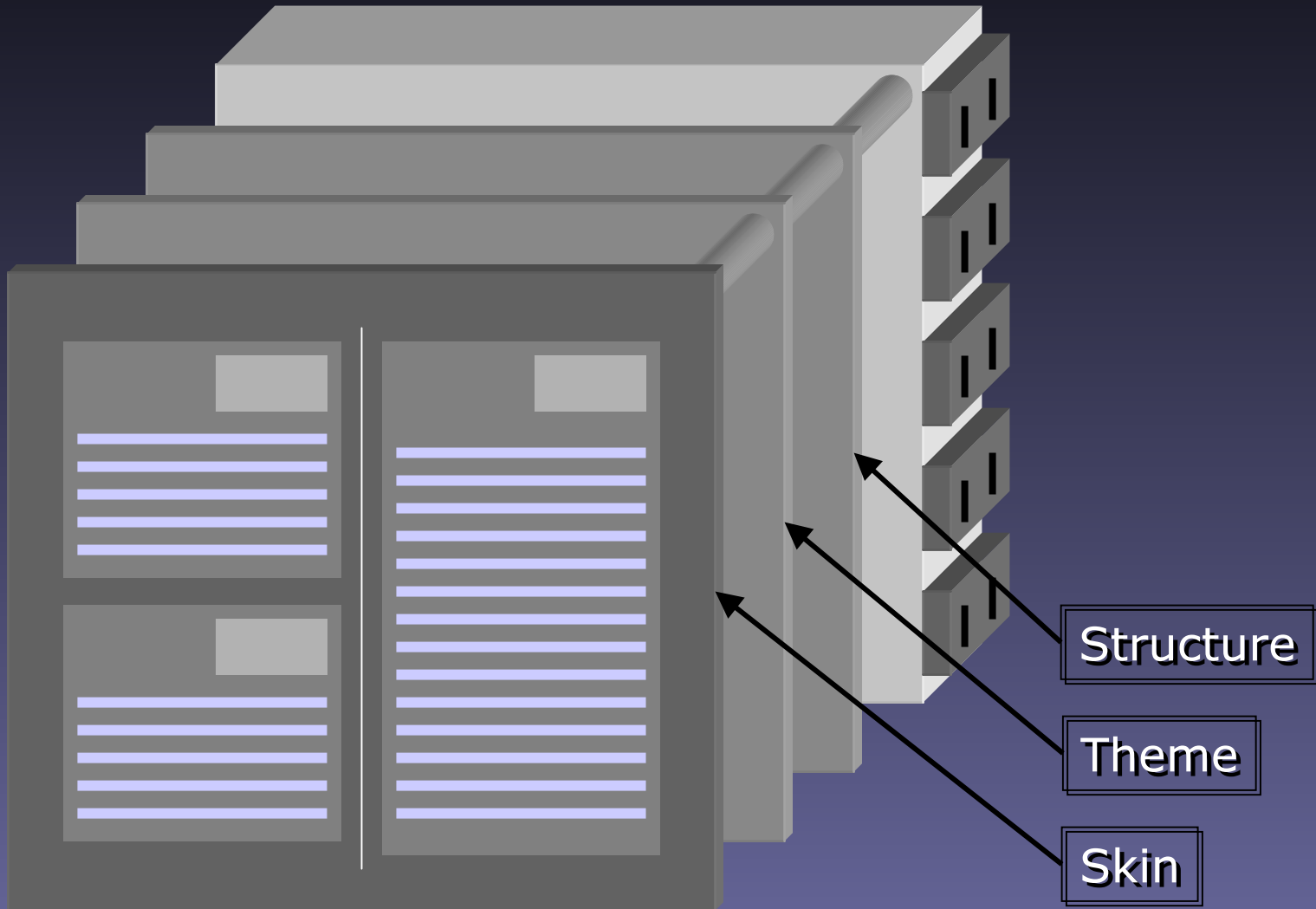
Overview

- Introduction
 - How does it work?
 - What is the Structure?
 - What is the Theme?
 - What are Skins?
 - Why this process?
- Changing the Aesthetic
 - Introductory – CSS & media
 - Intermediate – the Theme Transformation
 - Advanced – the Structure Transformation

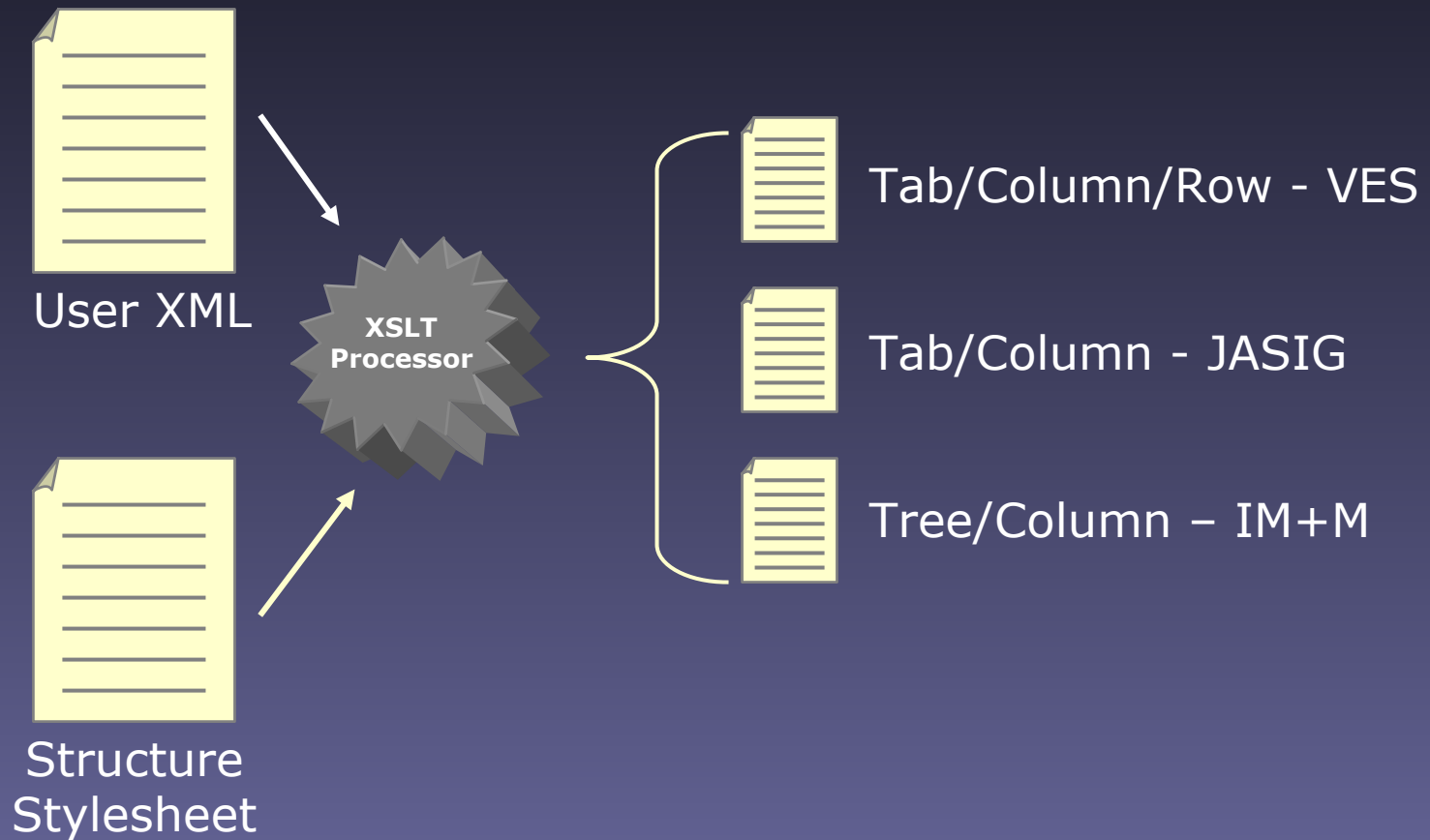
Introduction
and an abstract way
to visualize the process

Basic Architecture

uPortal Look & Feel



1. Structure...



Structure – Tab/Row/Column

The screenshot displays the Virtual Education Space (VES) uPortal interface. At the top, the header includes the VES logo and the text "Powered by Public Educators...". Navigation tabs are labeled "My VES", "Courses", "Organizations", and "Resources". A left sidebar contains sections for "Tools" (Announcements, Calendar, Tasks, Send e-Mail, User Directory, Address Book, Personal Information), "Official Links" (Massachusetts DOE, Teacher Certification, Ed. Technology, Curr. Frameworks, MCAS Information, US DOE elearning), and a "Search the Web" box with a "go!" button. The main content area is divided into a "Row" section and a "Column" section, with the "Column" section further divided into two sub-columns.

Structure – Tab/Column



Main More AndMore Remove for release!

Column

Column

Structure – Tree/Column

The screenshot displays the uPortal interface. On the left, a dark green sidebar contains a tree view of categories. The top of the page features the 'uportal by JASIG' logo and the 'im+m instructional media + magic' logo. The main content area is light yellow and is divided into two columns by a vertical line. The left column is labeled 'Column' and the right column is labeled 'Column'.

uportal
by JASIG

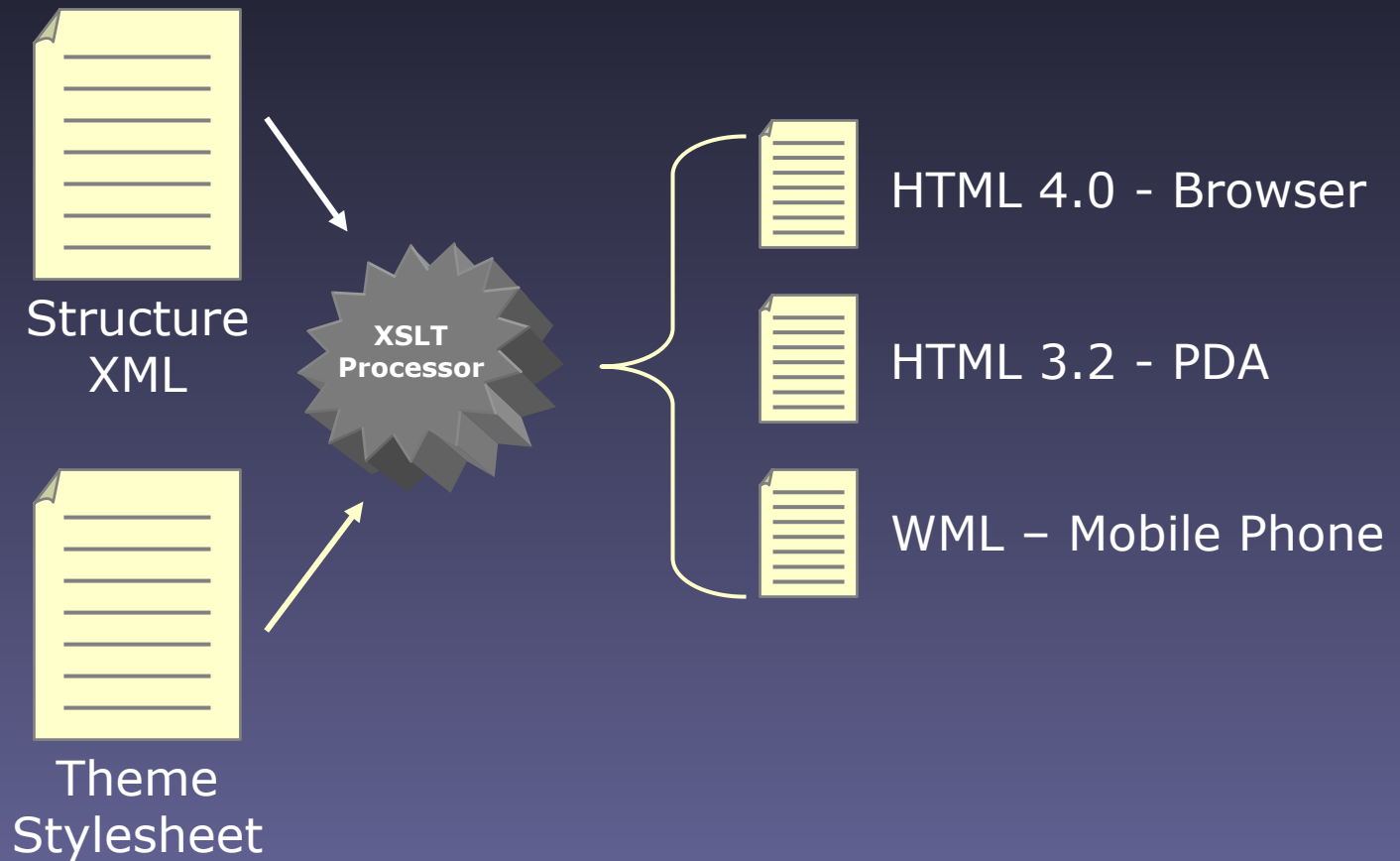
im+m instructional media + magic

- [-] **ROOT CATEGORY**
 - [-] Arts and Culture
 - [-] StockCharts
 - [-] XML
 - [-] XML Again
- [-] **SUBROOT ONE**
 - [-] MozillaZine
 - [-] CNET News
 - [-] Bookmarks
 - [-] XML.com
- [-] **COMPUTING**
 - [-] MozillaZine
 - [-] StockCharts.com
 - [-] Bookmarks
 - [-] XML.com
- [-] **WORLD NEWS**
 - [-] uPortal-Powered Sites
 - [-] IBS News
 - [-] uPortal Dev Ref
 - [-] Salon.com
- [-] **CSSVIEWER**
 - [-] CSS Viewer

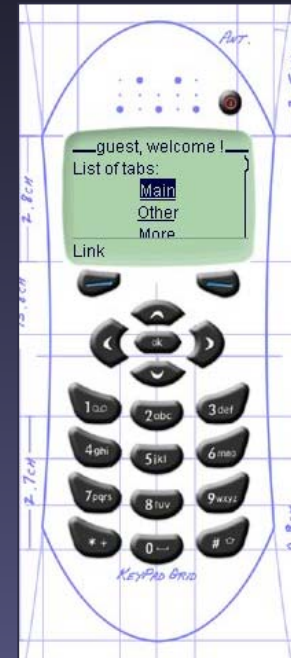
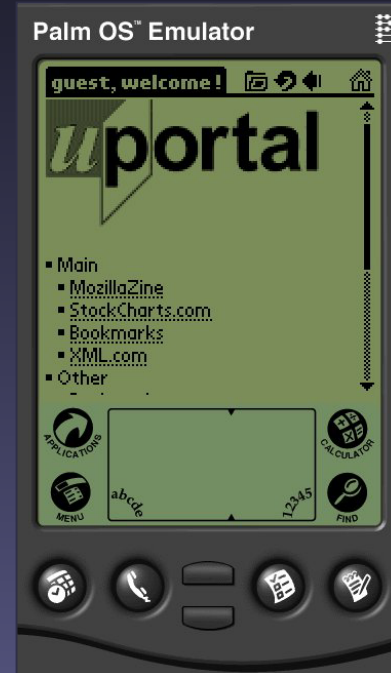
Column

Column

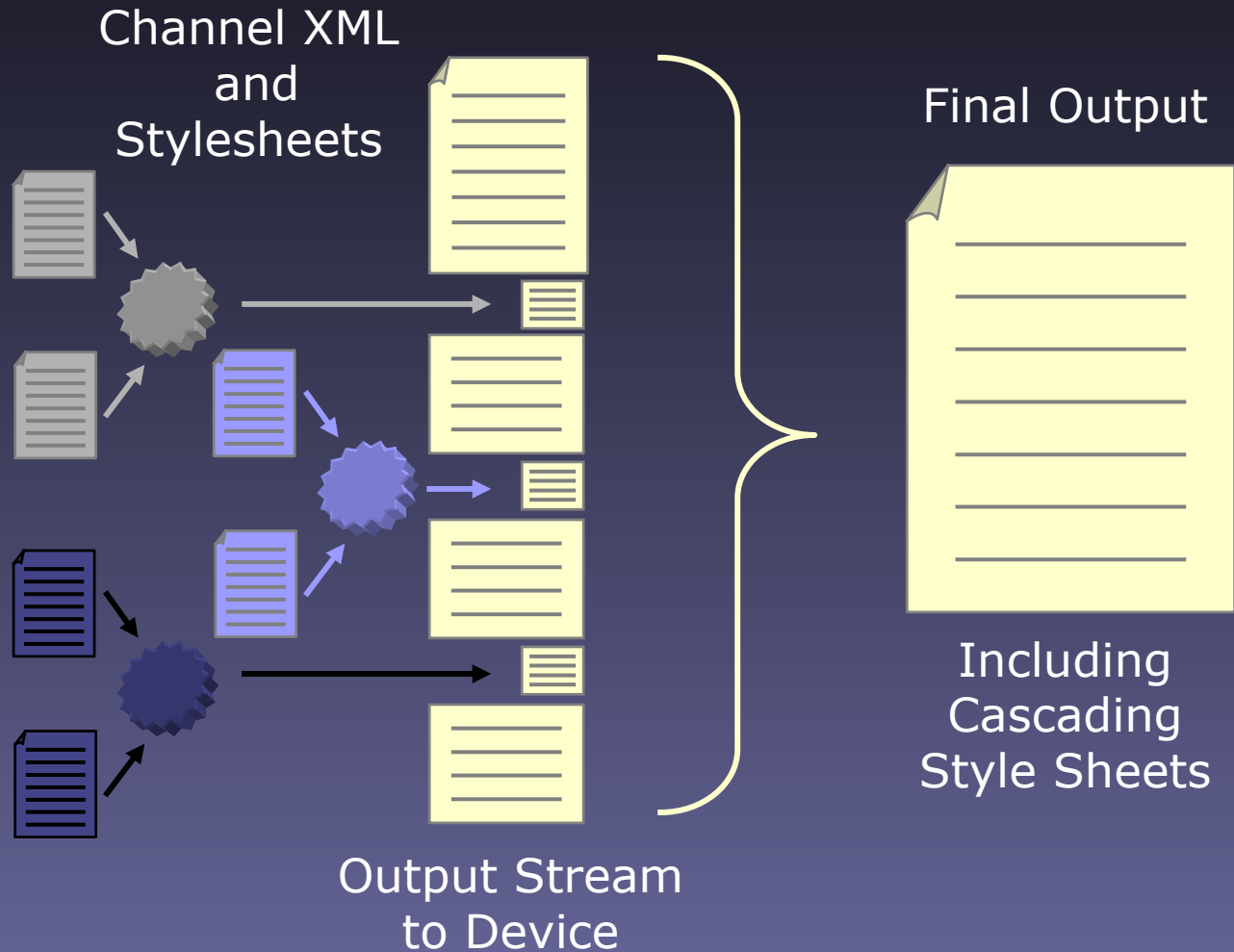
2. Theme



Themed Markup/Device




3. Channels – with Skin



Skin – The im+m Look & Feel

uPortal by J A S I G Home | Channel Admin | Preferences | Logout

Welcome Demo User You are currently logged in. December 3, 2001

 interface image

Main | **Development** | CWebProxy Examples

Person Attributes ✖

uPortal channels have access to user attributes via the org.jasig.portal.security.IPerson object. Attribute names are defined in the eduPerson object class version 1.0.


uPortal implementors are to map these standard attribute names to local names in their person directory or database. Mappings are contained in the properties/PersonDirs.xml file.

Att. Name	Att. Value
Available attributes:	
displayName	Demo User
givenName	Demo
mail	demo.user@jasig.org
sn	User
givenName	Demo
Unavailable attributes:	
eduPersonAffiliation	[Not available]
eduPersonNickname	[Not available]
eduPersonOrgDN	[Not available]
eduPersonOrgUnitDN	[Not available]
eduPersonPrimaryAffiliation	[Not available]

uPortal Development Books ✖

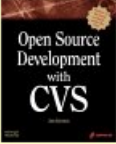
Here are some books that may be useful to uPortal developers:

Apache Jakarta-Tomcat
James Goodwill




Purchase from...

Open Source Development with CVS
Moshe Bar, Karl Franz Fogel



Purchase from...

XML and Java: Developing Web Applications
Hiroshi Maruyama, et al



Purchase from...

XSLT: Working with XML and HTML

Skin – The Java Look & Feel

uPortal by J A-SIG Home | Channel Admin | Preferences | Logout

Welcome Demo User You are currently logged in. December 3, 2004

 interface image

Main | **Development** | **CWebProxy Examples**

Person Attributes ✕

uPortal channels have access to user attributes via the `org.jasig.portal.security.IPerson` object. Attribute names are defined in the `eduPerson` object class version 1.0.

uPortal implementors are to map these standard attribute names to local names in their person directory or database. Mappings are contained in the `properties/PersonDirs.xml` file.

Att. Name	Att. Value
Available attributes:	
displayName	Demo User
givenName	Demo
mail	demo.user@jasig.org
sn	User
givenName	Demo
Unavailable attributes:	
eduPersonAffiliation	[Not available]
eduPersonNickname	[Not available]
eduPersonOrgDN	[Not available]
eduPersonOrgUnitDN	[Not available]
eduPersonPrimaryAffiliation	[Not available]
eduPersonPrincipalName	[Not available]
c	[Not available]

uPortal Development Books ✕

Here are some books that may be useful to uPortal developers:

Apache Jakarta-Tomcat
James Goodwill



Purchase from...

Open Source Development with CVS
Moshe Bar, Karl Franz Fogel



Purchase from...

XML and Java: Developing Web Applications
Hiroshi Maruyama, et al




Purchase from...

XSLT: Working with XML and HTML
Khun Yee Fung

Skin – The UoSM Look & Feel

uPortal by JA-SIG Home | Channel Admin | Preferences | Logout

Welcome Demo User You are currently logged in. December 3, 2001



Main | Development | CWebProxy Examples

Person Attributes ✕

uPortal channels have access to user attributes via the `org.jasig.portal.security.IPerson` object. Attribute names are defined in the `eduPerson` object class version 1.0.

uPortal implementors are to map these standard attribute names to local names in their person directory or database. Mappings are contained in the `properties/PersonDirs.xml` file.


Att. Name	Att. Value
Available attributes:	
displayName	Demo User
givenName	Demo
mail	demo.user@jasig.org
sn	User
givenName	Demo
Unavailable attributes:	
eduPersonAffiliation	[Not available]
eduPersonNickname	[Not available]
eduPersonOrgDN	[Not available]
eduPersonOrgUnitDN	[Not available]
eduPersonPrimaryAffiliation	[Not available]
eduPersonPrincipalName	[Not available]
c	[Not available]

uPortal Development Books ✕

Here are some books that may be useful to uPortal developers:

Apache Jakarta-Tomcat

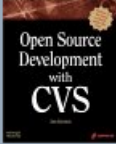
James Goodwill



Purchase from...

Open Source Development with CVS


Moshe Bar, Karl Franz Fogel



Purchase from...

XML and Java: Developing Web Applications

Hiroshi Maruyama, et al



Purchase from...


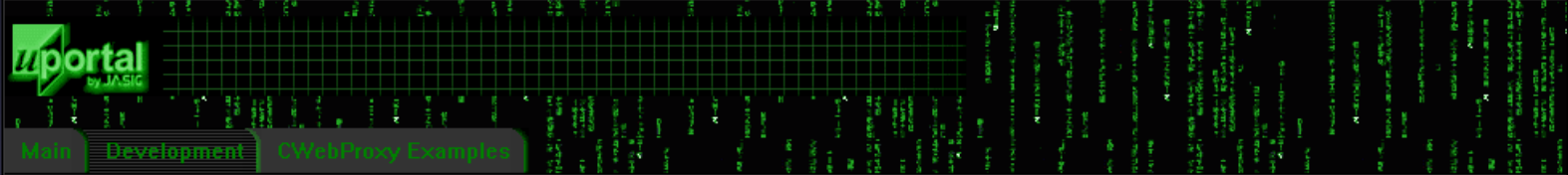
XSLT: Working with XML and HTML

Khun Yee Fung

Skin – The Matrix Look & Feel

uPortal by JASIG Home | Channel Admin | Preferences | Logout

Welcome Demo User You are currently logged in. December 3, 2001

[Main](#) | [Development](#) | [CWebProxy Examples](#)

Person Attributes

uPortal channels have access to user attributes via the `org.jasig.portal.security.IPerson` object. Attribute names are defined in the `eduPerson object class` version 1.0.


uPortal implementors are to map these standard attribute names to local names in their person directory or database. Mappings are contained in the `properties/PersonDir.xml` file.

Att. Name	Att. Value
Available attributes:	
displayName	Demo User
givenName	Demo
mail	demo.user@jasig.org
sn	User
givenName	Demo
Unavailable attributes:	
eduPersonAffiliation	[Not available]
eduPersonNickname	[Not available]
eduPersonOrgDN	[Not available]
eduPersonOrgUnitDN	[Not available]
eduPersonPrimaryAffiliation	[Not available]
eduPersonPrincipalName	[Not available]

uPortal Development Books


Here are some books that may be useful to uPortal developers:

Apache Jakarta-Tomcat
James Goodwill




Purchase from...

Open Source Development with CVS
Moshe Bar, Karl Franz Fogel



Purchase from...

XML and Java: Developing Web Applications
Hiroshi Maruyama, et al




Purchase from...

XSLT: Working with XML and HTML

Skin – The VSAC Look & Feel

uPortal by J A S I G Home | Channel Admin | Preferences | Logout

Welcome Demo User You are currently logged in. December 3, 2001



Main | **Development** | **CWebProxy Examples**

Person Attributes ✖

uPortal channels have access to user attributes via the `org.jasig.portal.security.IPerson` object. Attribute names are defined in the [eduPerson object class](#) version 1.0.

uPortal implementors are to map these standard attribute names to local names in their person directory or database. Mappings are contained in the `properties/PersonDirs.xml` file.


Att. Name	Att. Value
Available attributes:	
displayName	Demo User
givenName	Demo
mail	demo.user@jasig.org
sn	User
givenName	Demo
Unavailable attributes:	
eduPersonAffiliation	[Not available]
eduPersonNickname	[Not available]
eduPersonOrgDN	[Not available]
eduPersonOrgUnitDN	[Not available]
eduPersonPrimaryAffiliation	[Not available]
eduPersonPrincipalName	[Not available]
e	[Not available]

uPortal Development Books ✖

Here are some books that may be useful to uPortal developers:

Apache Jakarta-Tomcat

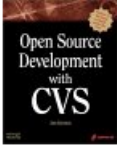
James Goodwill



Purchase from...

Open Source Development with CVS


Moshe Bar, Karl Franz Fogel



Purchase from...

XML and Java: Developing Web Applications

Hiroshi Maruyama, et al



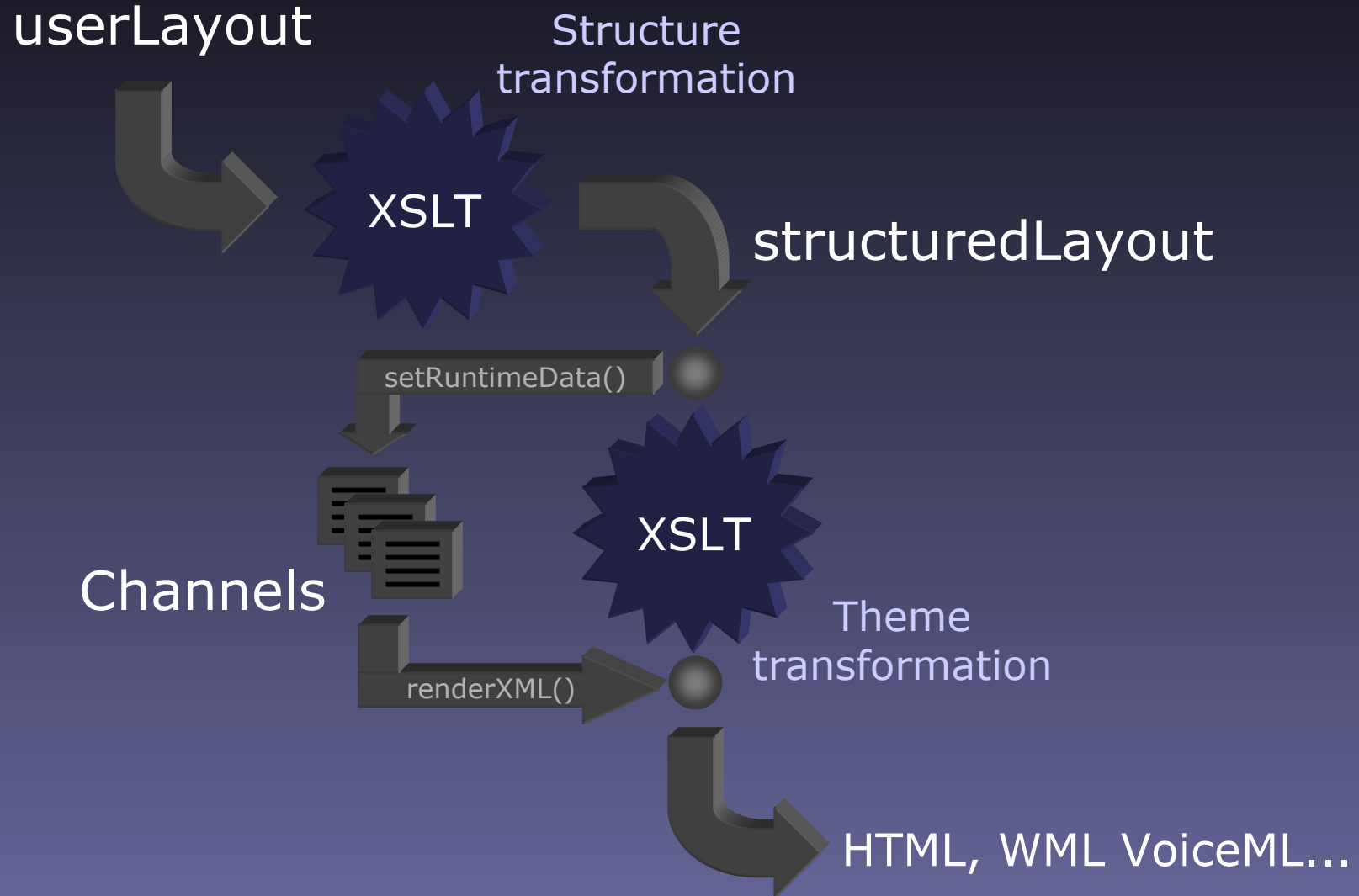
Purchase from...

XSLT: Working with XML and HTML

Glenn Van Dyke

A Piped View of the Process

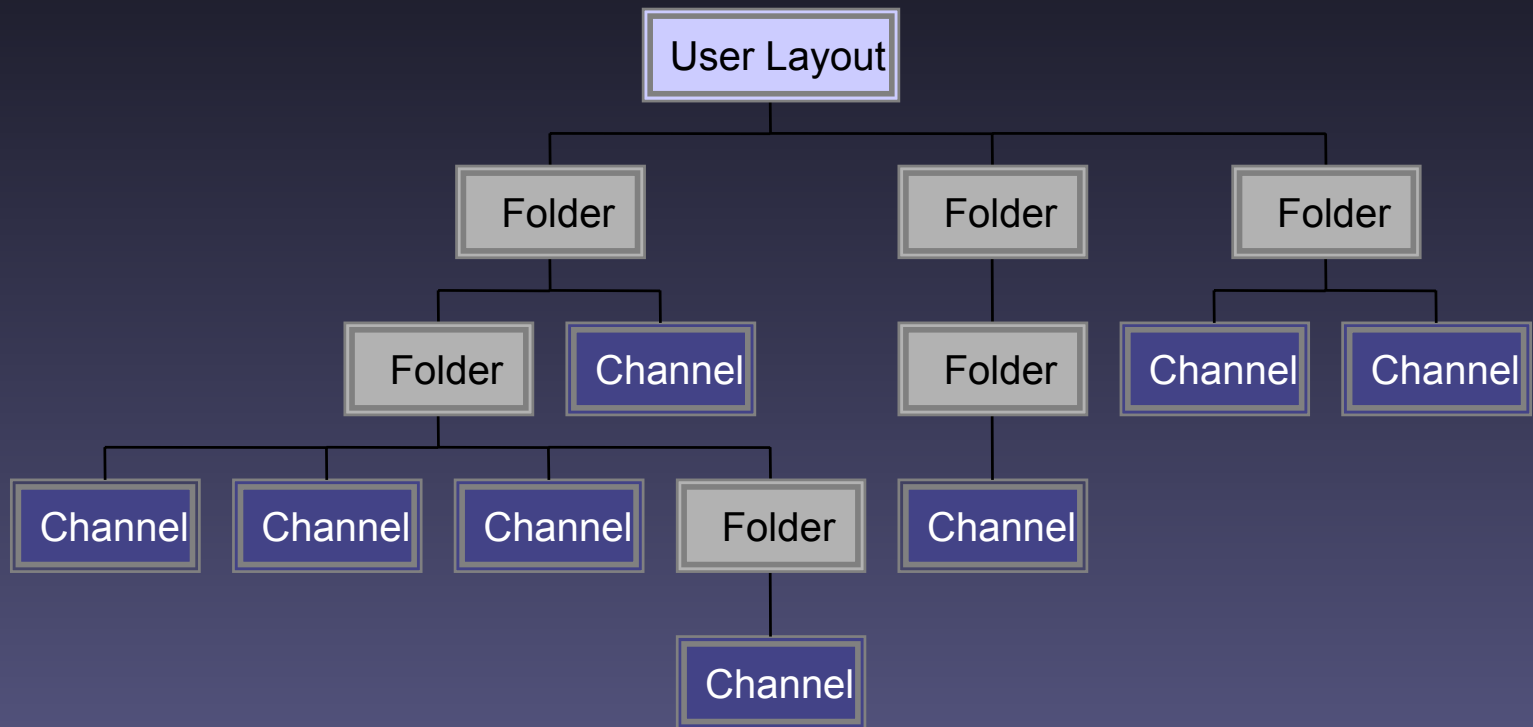
uPortal Look & Feel



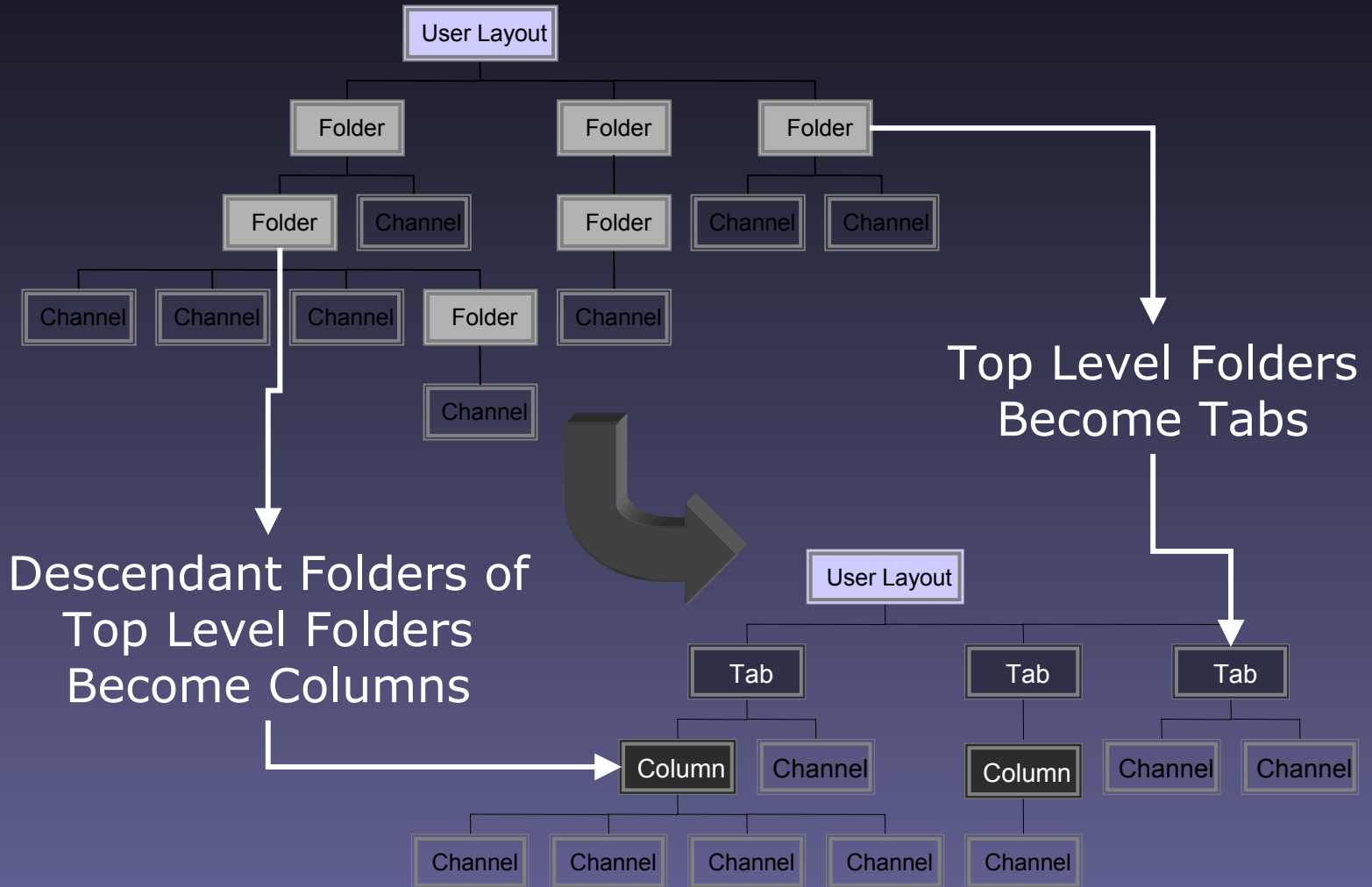
A detailed explanation

- User layout is an XML document generated from the portal database
- The user layout represents an abstraction of the structure of the content chosen and arranged by the user
- The user layout node tree consists of “folders” and “channels”
- Channels are always leaf nodes in the document (they are always children of folders)

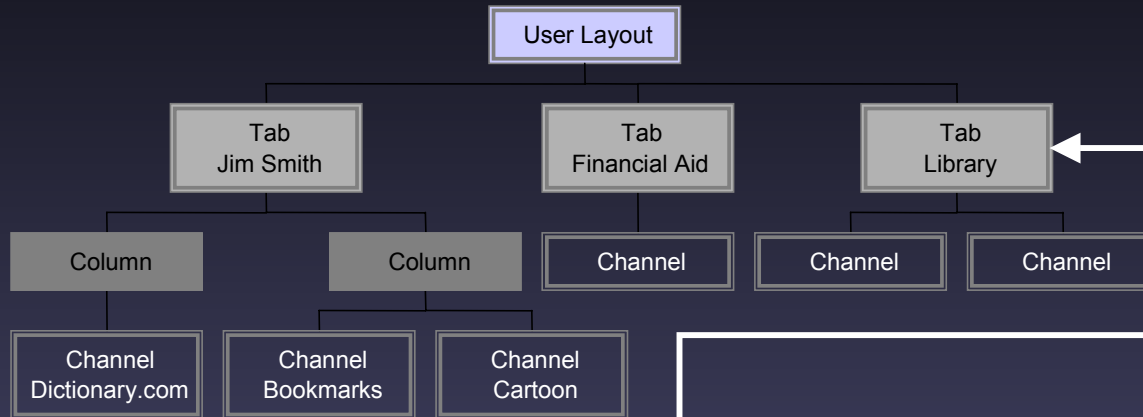
Abstract User Layout



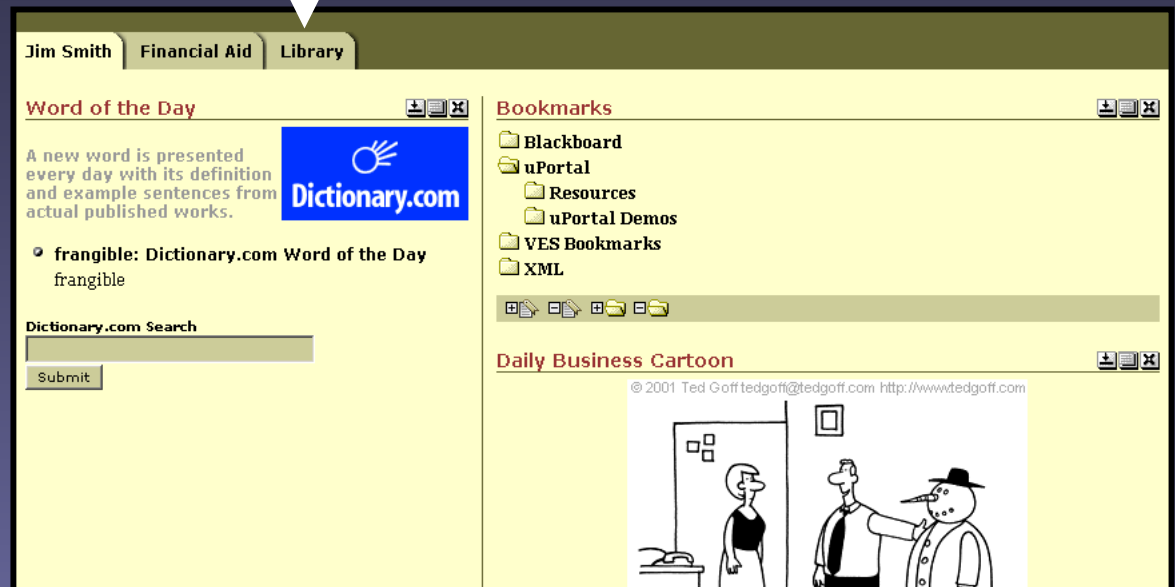
Current Structure XSLT



Current Theme XSLT



Attributes used to Name Tabs



Why this Process?

- XSLT Separates Business Logic from Presentation
- Multi-Stage Transformations allow for flexible designs targeting different markup languages and devices
- Cascading Style Sheets create a consistent look for disparate channels and applications

Tweaking the Look and Feel

Reversing the approach

- Skins/CSS
 - Fonts, colors, alignment, etc.
- Media
 - Logos, channel buttons, etc.
- Theme
 - Navigation, channel placement, etc.
- Structure
 - Tabs, trees, columns, rows, etc.

Skins and Cascading Style Sheets

What are Skins?

- Cascading Style Sheets Defining:
 - Element level aesthetics
 - Pseudo-element level aesthetics
 - New classes and their aesthetics
- Element Example:






```
BODY{ background-color : #666633; }
```
- Class Example:

```
.uportal-channel-text{  
  color : Black;  
  font-family : Georgia, Times, serif;  
  font-size : 12px;  
}
```

More about CSS1 and CSS2

- The specifications for Cascading Style Sheets can be found at the W3C web site at www.w3c.org
- The W3C site also lists a number of CSS editors. Many of them are free. I use Top Style Lite.
- Many browsers do not fully support the specifications, so be mindful and test, test, test... Did I mention test...

What has been defined?

Classes	Example or Description
.uportal-navigation-category-selected	Brawny gods just flocked up to quiz and vex him.
.uportal-navigation-channel-selected	Brawny gods just flocked up to quiz and vex him.
.uportal-text	Brawny gods just flocked up to quiz and vex him.
.uportal-text-reversed	
.uportal-text-small	Brawny gods just flocked up to quiz and vex him.
.uportal-crumtrail	Brawny gods just flocked up to quiz and vex him.
.uportal-copyright	<i>Brawny gods just flocked up to quiz and vex him.</i>
.uportal-button	<input type="button" value="Submit"/>
.uportal-label	Brawny gods just flocked up to quiz and vex him.
.uportal-input-text	<input type="text"/>
.uportal-channel-text	Brawny gods just flocked up to quiz and vex him.
.uportal-channel-title	Brawny gods just flocked up to quiz and vex him.
.uportal-channel-title-reversed	
.uportal-channel-subtitle	Brawny gods just flocked up to quiz and vex him.
.uportal-channel-subtitle-reversed	Brawny gods just flocked up to quiz and vex him.
.uportal-channel-emphasis	Brawny gods just flocked up to quiz and vex him.
.uportal-channel-strong	Brawny gods just flocked up to quiz and vex him.
.uportal-channel-code	Brawny gods just flocked up to quiz and vex him.
.uportal-channel-copyright	<i>Brawny gods just flocked up to quiz and vex him.</i>
.uportal-channel-warning	Brawny gods just flocked up to quiz and vex him.
.uportal-channel-error	Brawny gods just flocked up to quiz and vex him.
.uportal-channel-table-caption	Brawny gods just flocked up to quiz and vex him.
.uportal-channel-table-header	Brawny gods just flocked up to quiz and vex him.
.uportal-channel-table-row-even	Brawny gods just flocked up to quiz and vex him.
.uportal-channel-table-row-odd	Brawny gods just flocked up to quiz and vex him.
.uportal-background	
.uportal-background-dark	
.uportal-background-med	
.uportal-background-light	
.uportal-background-content	
.uportal-background-highlight	
.uportal-background-shadow	

Where are the Skins?

```
\webpages
  \media
    \org
      \jasig
        \portal
          \layout
            \tab-column
              \nested-tables
```

All of the skins are in separate directories under the nested-tables directory



Where is a sample skin?

```
\webpages
  \media
    \org
      \jasig
        \portal
          \layout
            \tab-column
              \nested-tables
                \imm
                  \skin
```

Drill down the directory tree to this location for a sample skin

File: imm.css

How to tweak?

- Element level additions and deletions are safe...
 - For example: `<body>`, `<a>`, etc...
- Class names should remain constant, as many channel developers are already using them...
 - If they are deleted or renamed, channels using those classes will not present correctly
 - For Example: `.uportal-channel-text`
- Class definitions can be changed.
- The default skins provided have been designed to be functional, use them as a starting point, and have fun...

Media in the default Themes

What media is in there?

Logos

Tab Images

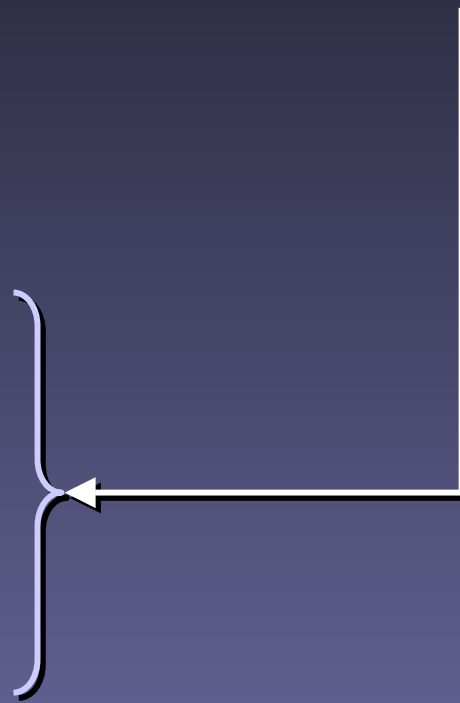


Channel Controls

Where are the media elements?








```
\webpages
  \media
    \org
      \jasig
        \portal
          \layout
            \tab-column
              \nested-tables
                \imm
                  \controls
                  \focused
                  \institutional
                  \navigation
                  \profile
                  \skin
```

Each Skin has a named directory containing the following directories



The controls directory

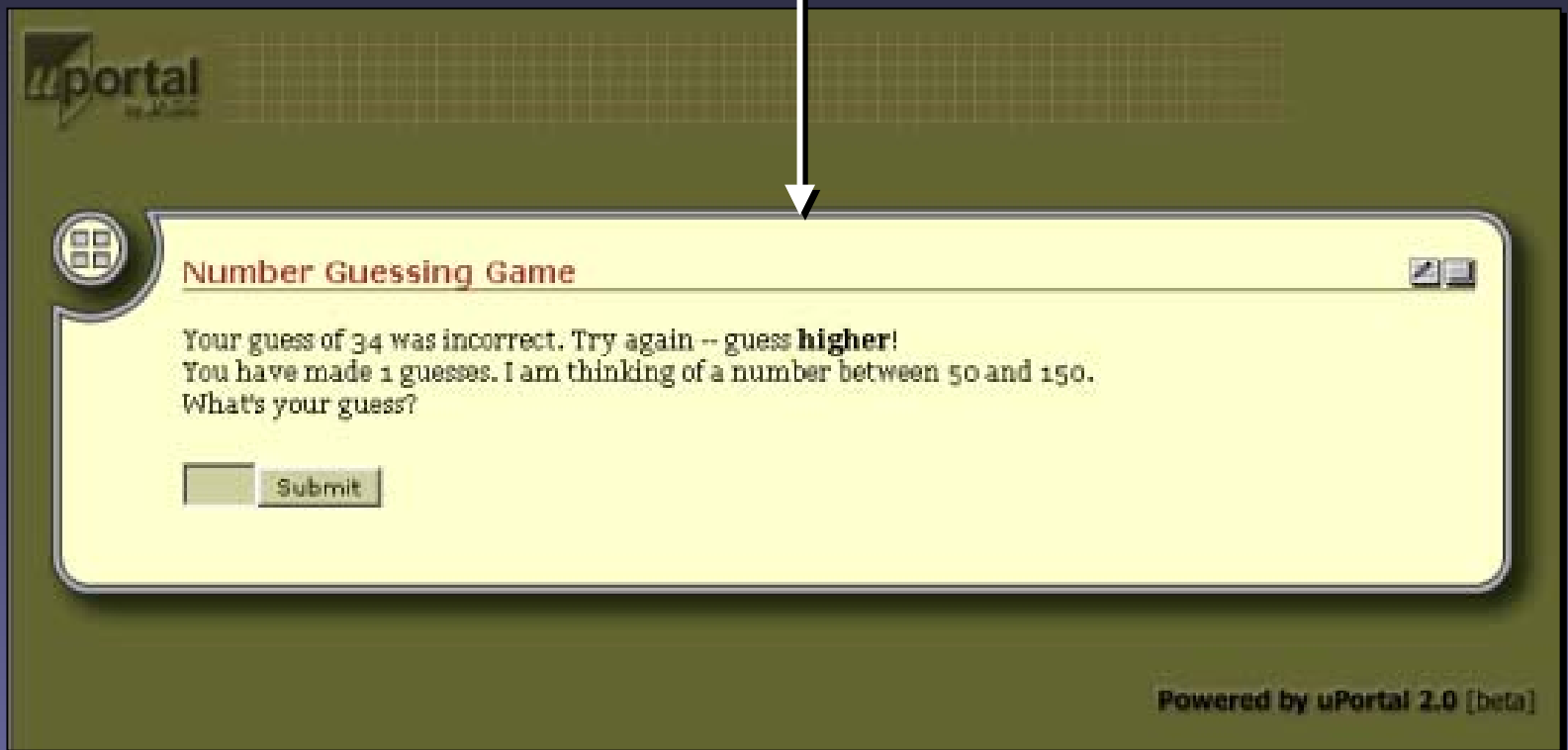
These images can all be changed. They represent specific channel events.

Minimizable		when selected, channel controls remain but channel content does not render
Editable		when selected, passes edit events
Has Help		when selected, passes help events
Has About		when selected, passes about events
Printable		when selected, passes print events
Removable		when selected, removes the channel from the layout
Detachable		when selected, renders the channel in a separate window

Note: Standard Icon sizes and web safe colors are recommended i.e. 16x16, 32x32, 64x64

The focused directory

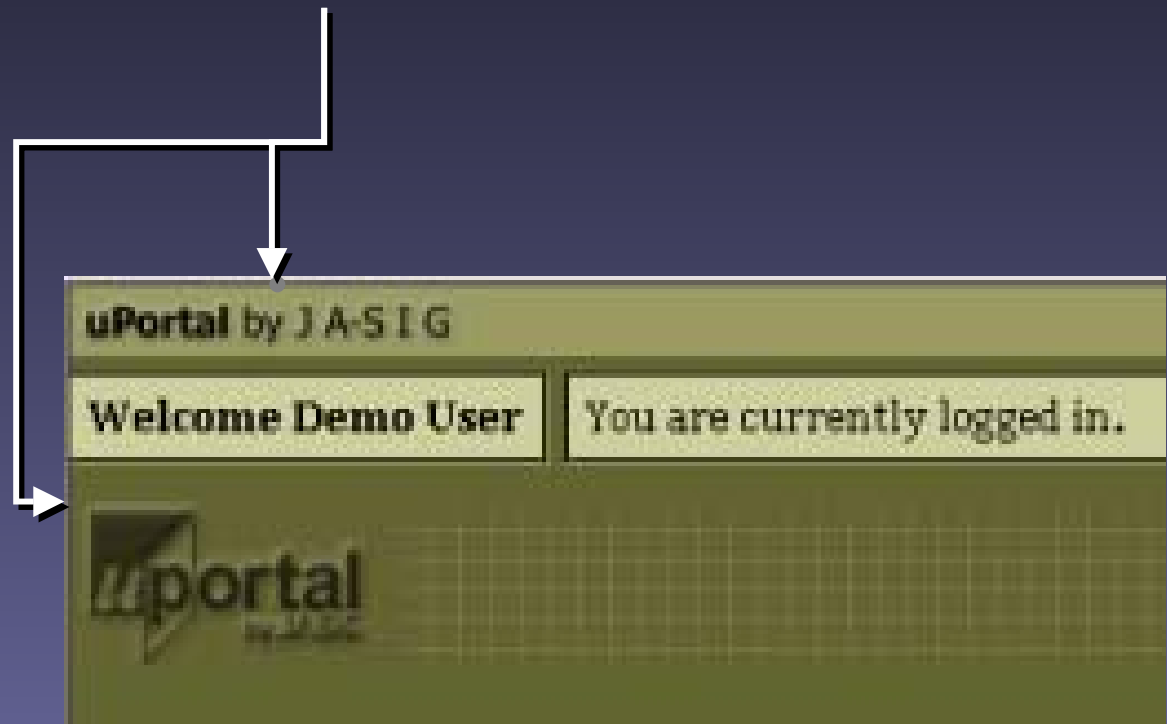
A focused channel is displayed in a special box using 14 small images to draw the boundary. These images can be modified or the XSLT can be changed to render a completely different aesthetic for these channels.



The screenshot shows a web portal interface with a green background. In the top left corner, there is a logo for 'portal'. A white arrow points to a yellow-bordered box containing a game channel. The channel has a title bar with the text 'Number Guessing Game' and a small icon on the left. Below the title bar, the game text reads: 'Your guess of 34 was incorrect. Try again -- guess **higher**! You have made 1 guesses. I am thinking of a number between 50 and 150. What's your guess?'. At the bottom of the game area is a 'Submit' button. In the bottom right corner of the portal, it says 'Powered by uPortal 2.0 [beta]'.

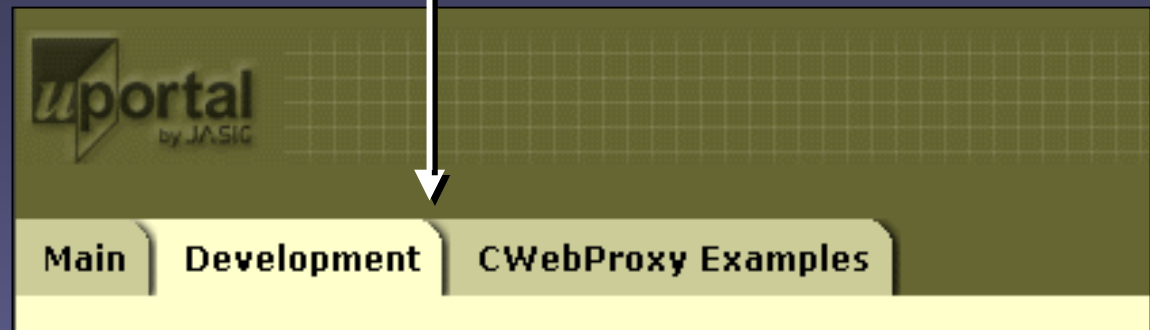
The institutional directory

The institutional directory contains the masthead logos. One in the top table cell and the other just above the tabs. These can both be modified, and the sizes adjusted accordingly in the theme xslt.



The navigation directory

The navigation directory contains 5 images to create the layered effect and shading. These images and tab structures can be changed. Changing the layered effect will require modifications to the theme xslt.



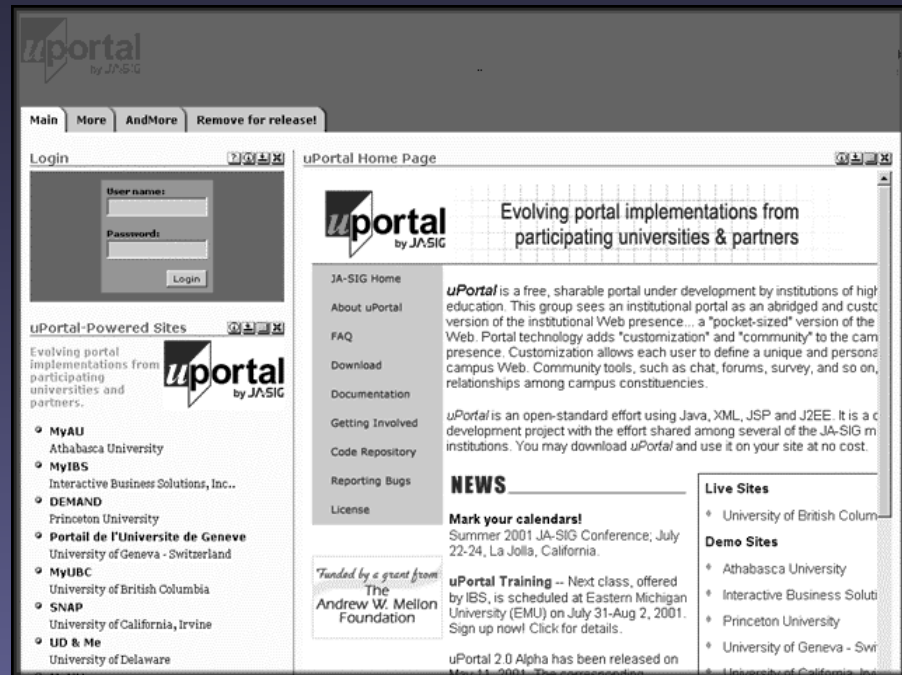
The profile directory

The profile directory contains 2 images that are used for profile management. When a new theme is developed an example thumbnail and an example image should be placed in a profile directory.

Thumbnail



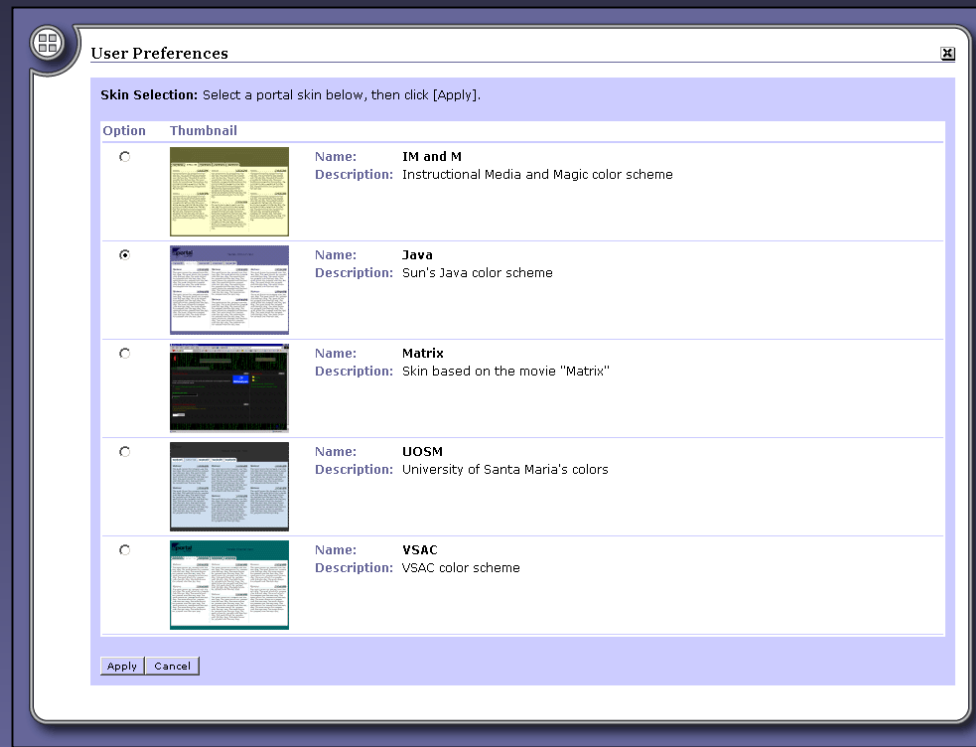
120x90



Example – 640x480

The skin directory

The skin directory contains a thumbnail size snapshot of the portal being drawn using the named skin. This thumbnail is used in the Preferences channel when users have a choice of different skins to apply...



The Theme

What is the Theme?

- The theme is an XSL transformation.
- XSLT is a W3C recommendation.
- The theme is responsible for outputting markup appropriate for the device addressing the uPortal
- It is the step in the process where masthead, navigation, channel, and footer aesthetics are established.

Where are the Theme XSLTs?

```
\webpages
  \stylesheets
    \org
      \jasig
        \portal
          \layout
            \tab-column
```

```
\deck-of-cards
\nested-tables
```

deck-of-cards.xsl



nested-tables.xsl



What is the .sdf file about?

- The .sdf or Stylesheet Description File is an XML file which provides a short description of the file, some pointers to media, and the names of the parameters the designer wants to persist.
 - An example parameter is the width that a uPortal user sets on a column in the Tab-Column Theme.

Description File Listing

```
<?xml version="1.0" ?>
- <stylesheetdescription>
  <name>Deck of cards</name>
  <description>Renders tabs and columns as deck of
    cards</description>
  <parentstylesheet>Tab and Column
    layout</parentstylesheet>
  <mimetype>text/vnd.wap.wml</mimetype>
  <serializer>WML</serializer>
  <deviceType>cellphone</deviceType>
  <samplePictureURI>media/org/jasig/portal/layout/tab-
    column/deck-of-
    cards/sample_full.gif</samplePictureURI>
  <sampleIconURI>media/org/jasig/portal/layout/tab-
    column/deck-of-
    cards/sample_icon.gif</sampleIconURI>
  <parameters />
  <channelattributes />
</stylesheetdescription>
```

The Theme XSLT process...

Step One – get the structure XSLT output:

- Obtain the output XML from the Structure XSLT

Step two – Analyze the data

- Think about the best way to present and interact with it. Think about different window sizes, resizing, etc.

Step three – Develop sample markup

- Design mocks for each markup language & device that you plan to support. Don't jump right into the XSLT.

Step four – Convert the markup to XML

- The stylesheet will only accept a well formed XML document. Use XHTML, or equivalent.

Step five – copy markup into XSLT editor

- Match on a root element and start designing your new look and feel. Don't forget to make an .sdf file...

The Structure

What is the Structure?

- The structure is an XSL transformation.
- This transformation has an output of XML
- The structure is responsible for changing the abstract concept of the user layout into a specific structure
- In the current distribution of uPortal, it is the step in the process where folders and channels are converted to Tabs, Columns, and channels by a specific set of XSLT rules.

Implications of modification...

- The structure stylesheet is a relatively simple stylesheet.
- Design implications arise from the dependencies created by the structure stylesheet, such as the Preferences channel.
- This is a large task, but one that is eagerly anticipated.

Where is the Structure XSLT?

```
\webpages
  \stylesheets
    \org
      \jasig
        \portal
          \layout
            \tab-column
```

The structure stylesheet
also has a companion
SDF file

tab-column.xsl
tab-column.sdf



The Structure SDF...

```
<?xml version="1.0" ?>
- <stylesheetdescription>
  <name>Tabs and columns</name>
  <description>Presents the layout in terms of tabs and columns.</description>
- <parameters>
  - <parameter name="activeTab">
    <defaultvalue>1</defaultvalue>
    <description>The number of the tab that is initially active</description>
  </parameter>
</parameters>
- <folderattributes>
  - <attribute name="width">
    <defaultvalue>100%</defaultvalue>
    <description>Width of the column</description>
  </attribute>
</folderattributes>
<channelattributes />
</stylesheetdescription>
```

The Structure XSLT process...

Step One – get the user layout:

- Obtain a sample user layout XML from the portal

Step two – Analyze the data

- Analyze the structure you want to present

Step three – Build the transformation

- Transform the user layout into a new XML document representing your new structure based on rules

Step four – Make a list of the other dependencies

- List out the channels such as user Preferences that have a dependency on the new structure

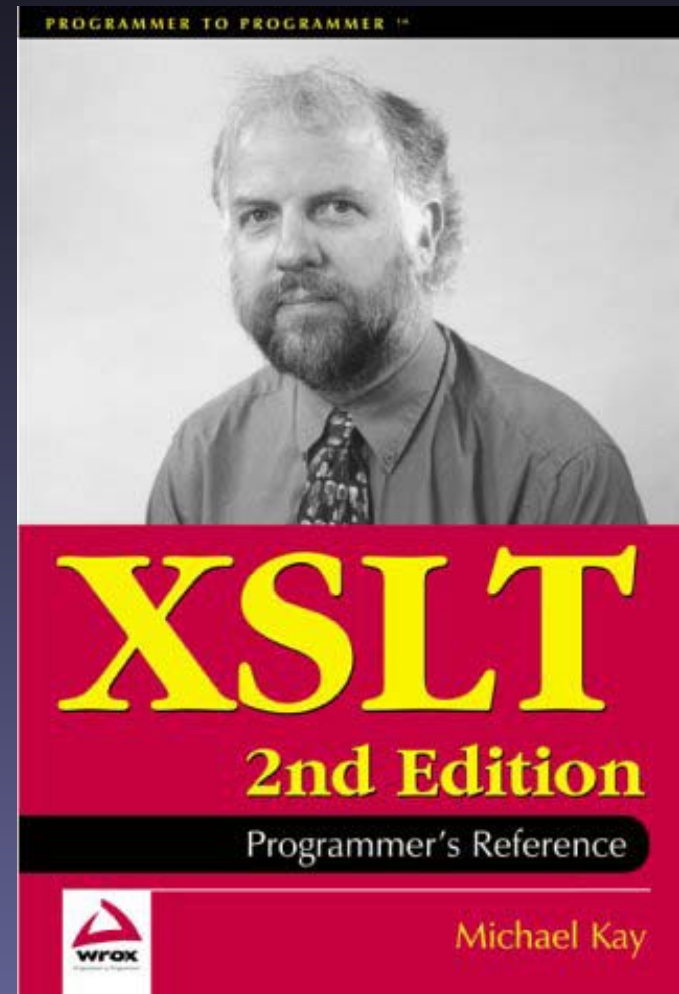
Step five – Design the dependent channels

- Using the previous examples design and implement the dependent channels

References & Tools

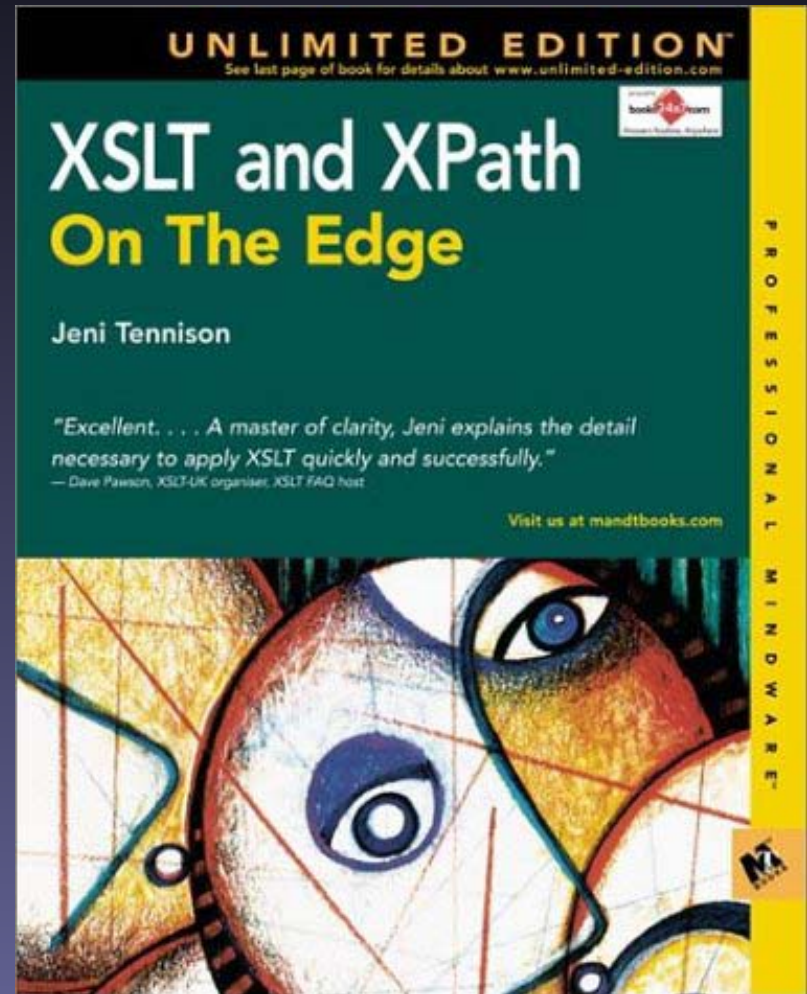
References

- “The” definitive reference...
 - Michael Kay
 - Wrox Press Inc
 - ISBN: 1861005067



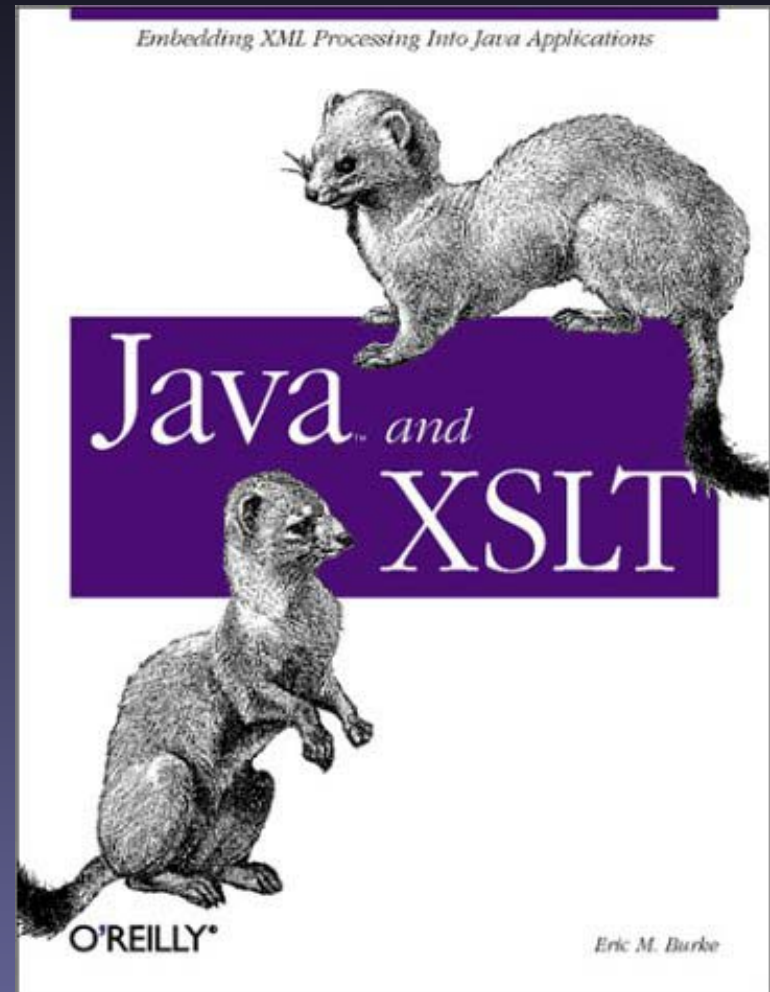
References

- Great practical reference...
 - Jeni Tennison
 - Hungry Minds
 - ISBN: 0764547763



References

- Practical use of transformations in Java code
 - Eric Burke
 - O'Reilly & Assoc.
 - ISBN: 0596001436



Some tools I have used...

These are the applications I am familiar with -- this is not an endorsement ☺

XML Document Development IDE:

- Excelon Stylus Studio
- XML Spy
- Cooktop (open source)

HTML Markup IDE:

- Macromedia Dreamweaver
- Adobe GoLive

HTML to XHTML Conversion/Cleanup

- HTML Tidy (open source)

XSLT Development IDE

- Excelon Stylus Studio
- XML Spy
- Cooktop (open source)

The End

jet@immagic.com