Skins Update June 2011

Version: June 2011

As a byproduct of the Dynamic Pledge Experience (DPE) Release in June 2011, functionality within the Skins section of Campaign Management has undergone some redevelopment. These changes include:

- 1. Page templates
- 2. Fields for assigning skin templates to a skin for a website view
- 3. Skin controls and custom variables
- 4. The way items are added to Resources and the need for a variable reference vs. an absolute reference in skin coding

\$ 0	🖌 Skin	Content	Resources	0rganizations	👗 Users
		DDD Live 11.2			
Name			ted 2 Content Ar	_	+ *
Туре		Dynamic Pled	ge Experience	*	
Templ	ates				
	Add a new temp	late			
1	Name				
	1 - Home			£ 2 3	
	10 - Other			÷ 2 ÷	
	2 - Give			÷ 🛛 🕆	
	3 - Find An Ag	ency		🛨 😰 🦻	
	4 - Review			1 12 V	
	5 - Final Revie	w		💼 🔎 📎	
	6 - Thank You			🛨 🛛 🦻	
	7 - Dashboard			1 12 V	
	8 - Login/Logo	out/Forgot Passv	vo	± 12 %	
	9 - Registratio	n		÷ N ÷	
	20 Size				
Websit	te Views				
	Website View			Skin Template	
	Campaign Statisti	cs		- use skin default -	-
	Change Password			- use skin default -	-
	Contact Us			- use skin default -	-
	Dashboard			7 - Dashboard	-
	Dashboard Email			7 - Dashboard	•
	Dashboard Report	ing		7 - Dashboard	-
	Corporate Match			- use skin default -	-
	Website Custom P	age		- use skin default -	-
	Home			1 - Home	•
	Agency Detail			- use skin default -	-
	Find Agency			3 - Find An Agency	▼
	Forgot Password			8 - Login/Logout/Fo	orgot Password 👻
	Giving History			- use skin default -	-
	Leadership Levels			- use skin default -	-
	air and the second		And the second second	and the second second	wot Party

TRUIST

Note: The template changes, new fields for assigning skin templates to a skin, and the addition of skin controls and custom variables only affect campaigns using the **Dynamic Pledge Experience (DPE)**. Campaign skins utilizing SPE and IPE work the same way as before the June 2011 Release, with one exception. The need for a variable reference vs. an absolute reference in skin coding is required for all campaign skins – including SPE, IPE, and DPE – as a result of the new Resource functionality.

To use the new features DPE has to offer, select "Dynamic Pledge Experience," located under the Skin tab, for your Skin Type.

Name Type	📝 Skin	DPE - Live Unit	ted 2 Content /	s Drgar Area	S "Di P	select ynamic ledge erience''
Templates	1	- select websit Standard Pledo Impact Pledge Dynamic Pledo	je Experience Experience		fo	r your n Type
+	Add a new temp	late		13		
	Name					
	1 - Home			Î	1 🛛 📎	
	2 - Give			±	1 🛛 📎	
	3 - Find An Ag	ency		Í	1 🛛 📎	
	4 - Review			t t	1 🛛 📎	
	5 - Final Revie	w		ŧ	1 🛛 📎	
	6 - Thank You			- i	1 🖉 📎	
	7 - Login/Logo	out/Forgot Passv	<i>i</i> o	ŧ	1 🛛 📎	
	8 - Registratio	n		t	123	
::	9 - Other			÷	123	
20	Size					



Page Templates

For each page of the donor site, you can create a template. Templates are coded structures that serve as a formatted component of a skin. Templates can work together to create a custom skin, or they can act as a skin override if a standard skin is already selected. Each template refers to a piece or page of the donor site. For example, you may create a template called "Home," and insert skin coding for your site homepage. Then, once the "Home" template has been created, you must assign it to the "Home" Website View field (see below for details).

\$ 0		📝 Skin	Content	📝 Resour	ces	👯 Organizatio	ns 🛛 👗 Users	
Name			DPE - Live Uni	ited 2 Conter	nt Are	ea	* *	
Туре			Dynamic Pled	ge Experienc	e 🖣	*	_	
					Те	mplates are		
Templ	ates	5				dded here		
	Ъ	Add a new templ	ata		_		_	
	T	Add a new temp						
		Name						
		1 - Home				÷ 😥	2	
	::	10 - Other				÷ 🖓	2	
		2 - Give				÷ 😥	2	
		3 - Find An Ag	encv				2	
		4 - Review	,			÷ 😥	2	
		5 - Final Revie	w				2	
		6 - Thank You				÷ 🗭	1	
		7 - Dashboard				÷ 🖗	8	
		8 - Login/Logo	ut/Forgot Pass	wo		÷ 🗭	2	
		9 - Registratio	-			÷ 🖗	8	
	20) Size						

Website Views

Website Views are located under the Skin tab and is where the templates you create are associated to a piece of the donor site. As in the example above, if you create a template you plan on using for your site homepage, you will need to assign that template to the "Home" field under Website Views. All fields work in this manner, therefore, for example, if you would like your Dashboard page, Dashboard Email page, and Dashboard Reporting page to all have the same skin, you must assign your "Dashboard" template to the those pages of the donor site.

Note: When "use default skin" is selected, your site will inherit from the default skin selected for your campaign at the Campaign level of OPPS.

DPE Skins Enhancements



Website View	Skin Template	
Campaign Statistics	- use skin default -	Ŧ
Change Password	- use skin default -	•
Contact Us	- use skin default -	•
Dashboard	7 - Dashboard	•
Dashboard Email	7 - Dashboard	Ŧ
Dashboard Reporting	7 - Dashboard	Ŧ
Corporate Match	- use skin default -	Ŧ
Website Custom Page	- use skin default -	Ŧ
Home	1 - Home	Ŧ
Agency Detail	- use skin default -	Ŧ
Find Agency	3 - Find An Agency	Ŧ
Forgot Password	8 - Login/Logout/Forgot Password	Ŧ
Giving History	- use skin default -	Ŧ
Leadership Levels	- use skin default -	Ŧ
Login	8 - Login/Logout/Forgot Password	Ŧ
Logout	8 - Login/Logout/Forgot Password	Ŧ
Terms and Conditions	- use skin default -	Ŧ
Dashboard - Manage Coordinator	7 - Dashboard	Ŧ
Dashboard - Assign Coordinator Levels	7 - Dashboard	Ŧ
Dashboard - Manage Coordinator Goals	7 - Dashboard	•
Dashboard - Manage Coordinator Special Events	7 - Dashboard	Ŧ
Matching Gift	- use skin default -	•
News & Events	- use skin default -	Ŧ
Privacy Policy	- use skin default -	Ŧ
Registration	- use skin default -	•
Donor Account	- use skin default -	Ŧ
Survey	- use skin default -	•
Track	- use skin default -	Ŧ
Request Match	- use skin default -	•
Redesignate Now	- use skin default -	Ŧ
Give	2 - Give	Ŧ
Checkout - Payment Details	4 - Review	Ŧ
Checkout - Donor Review	4 - Review	Ŧ
Checkout - Contribution Review 🖟	5 - Final Review	Ŧ
Checkout - Thank You	6 - Thank You	-

Skin Controls and Custom Variables

Skin controls and custom variables are located under the Skin tab and are used when creating a skin template. Skin controls are best thought of as coding assistants that define pieces of your skin template. For example, selecting "Back Button" prompts the system to insert coding into the template code box that allows you to customize the text of the back button on a specific page of your donor site.

800	📝 Skin	Content Content	Organizations	📩 Users	
Language	English	•			
Name				* *	
Default					
Template		Back Button - skin control - Back Button Certificate Seal Color Content	Donation Dollars		Preview
		Content Area Continue Button Culture Selector Dashboard Area Donation History Area Error Summary Area Find Agency Area			
		HTML Image Introductory Designation Panel Link List No Donation Button Pledge Bar			
		Pledge Designation Area Pledge Payment Area Pledge Summary Area Quick Search Refresh Button Text Track Area			
~	~~~	Variable			a and

Custom variables assume a given value on the donor site. They are used to personalize the donor site to specific donors. For example, when "First Name" is selected from the dropdown menu, the variable for a specific donor's first name will be inserted into the template code box.

809	🚽 Skin	Content	Resources	Organizations	<mark>¦</mark> Users		
Language E	English	¥					
Name					+ *		
Default							
	[Back Button	-	Donation Dollars		•	Preview
Template				First Name Home Address Last YearGift Last YearGift Sent Last YearGift Sent Last YearGift Sent Leadership Level I Middle Name Name Predirk Name Predirk Name Prefirk Name Prefirk Name Prefirk Name Prefirk Pledge Now Unk Pledge Now Unk Pledge Now Unk Pledge Now Unk Pledge Now Unk Pledge Now Unk Pledge Now Unk Preferred Address Resource Short Transaction Total Donation Go Total Donation Go Total Donation Go Total Donarion For Total Donarion For Total Donarion Total Donation Total Donarion Total Charte Donation Total Donarion Total Donarion Total Donarion For Total Donarion Total Charte Donati Total Donarion Total State Donati Total Respondents Total Respondents	ence Sifference Number al ant cent ant on on on on on on on on on on on on on	E	



Resources

The Resources tab is where you can upload files to reference in your skin. The important change to note is that you are now required to use a **variable reference**, **instead of an absolute reference** in your skin code. For example, for an image reference use the following code:

•

Note: Ensure the spacer.gif image has been uploaded to the resource directory (in the Resources tab).

😫 🥘 🛛 📝 Skin	Content	📝 Resour	ces 🏭 (Organizations	🔒 Users
select files					
Filename					
2 - Giveliveunited.gif			🗹 🦉		
3 - Find An Agencyliveunite	d.g		🗹 🦻		
4 - Reviewliveunited.gif			🗹 🦻		
5 - Final Reviewliveunited.	gif		🗹 🦻		
6 - Thank Youliveunited.gi	f		🗹 🦻		
7 - Dashboardliveunited.gi	f		🗹 🦉		
9 - Registrationliveunited.g	jif		🗹 🦻		
accordbtm.gif			i 🖗 📓		
erdh sed	100 M				mann.