

~ T.N.G. COLOURING BOOK ~

On-Line Colour Scheme Editor for *T.N.G. Genealogy Sitebuilder* templates

USER'S MANUAL

A WORD FROM THE AUTHOR:

(The "fine print")

The "TNG Colouring Book" is a suite of scripts I wrote for a friend, who wanted an intuitive way to set colours to her *TNG* site to-be.

I added the other ten templates later, and when I now release the scripts as a free service I do so without giving ANY guarantee of any kind that the service, or the files that you download as a result, will always work as intended or desired:

You use the service, scripts and output files "AS IS" and by your own choice.

(End of the "fine print")

That said, I can assure you that I have done the absolutely best I can to find and remove bugs, and I hope that you will *ENJOY* using my "colouring book".

But should you find errors or other problems, I would **certainly** want to know it:

You can use the Contact-Page (link here: contactcb.php, below and on all TEST-pages), thanks.

Happy colouring and Thanks for reading!

Erik Hoppe

P.S. My first language is not English, and I don't mind if you show me my mistakes...

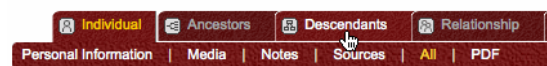
A WARNING REGARDING THE *tngtabs1.css* STYLESHEET

This stylesheet, in your template's *css* folder, renders tabs in this way:

(The colours are not important; the shapes are)



For templates #1 - 5, 7, 9 - 14



For templates #6 and 8

As you can see, there's a line between the not selected tabs and the bar.

And the upper right corner of a tab is not rounded.

This is a sure way to see that you are using the *tngtabs1.css* stylesheet.

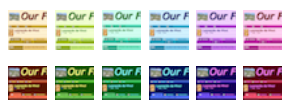
If your tabs look like that: [Please read this page](#) before modifying them.

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THE PRESETS



In the **Main Menu**, there are 12 preset colour schemes you can use as a start. Select a preset (click on the image or "radio-button") and the editor will open the template you choose, set to that colour scheme.

The presets are the same for all templates and thus sets the items that are in common to all. For template #1 that means that all items are set, but all other templates will miss some settings (i.e. template specific items). Those items will have their template default colours.

The presets are not intended for final use as is.

THE INTERFACE

To be able to work as fluently as possible, your **browser's free space** should be at least 1024 pixels wide and 690 pixels high. Less than that and you will probably have annoying scrollbars/sliders to handle.

Parts of the interface:

Labels pointing to interface elements:

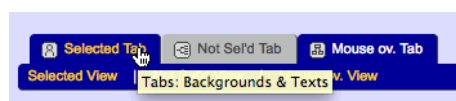
- Edit window
- Edit selection guide
- 4 Standard Edit selections and 1 Template specific Edit selection
- Tooltips on/off
- The **Important Stuff** (some templ.)
- Load TCB css-file
- Template specific hints (some templ.)
- Test buttons
- Make CSS button (**SAVE**)
- Reset current controls button
- Reset all colour controls button
- Open the Manual
- Link to the Main Menu
- OOPS!** button
- Colour controls
- R, G & B buttons
- R, G & B values & input (Dec/Hex)
- Hex Colour Code & input (Hex)

ACCESSING THE COLOUR-CONTROL SETS

The **Colour-controls** are collected in sets of up to eight controls.

Template #1 has four standard sets, that are in common for all templates, while all others have an extra for template specific controls.

You can access each set in two ways:



The first way is to **Click inside the EDIT WINDOW** on an item you want to edit, and that **Colour-Control Set** will appear at the bottom of the interface.

Rule-of-thumb: If your cursor becomes a pointing hand and you see a tool-tip, you can click there.

There are some things that are not active for clicks:

The **MAIN** (center, middle) and **OUTER** (surrounding) **BACKGROUNDS**, the **HEADER**, **FOOTER** and **DATA TABLE** backgrounds.

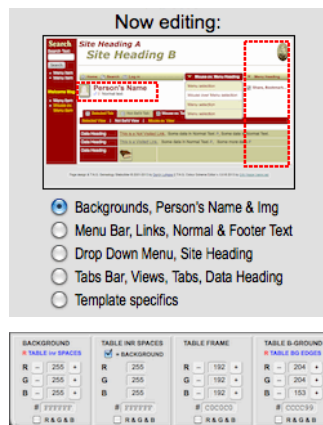
+ To access the **Main Background** and the **Data Table**, you can click the **Media Image** cell in the table or the **Person's Name** and **Image** as they all are

edited by the **First Colour-Control Set**.

+ To access the **Outer Background**, as well as the **Header & Footer** backgrounds, click on a **Template specific item** (you'll soon learn which they are) as they are always edited by the **Fifth Colour-Control Set**.

The OTHER WAY to access the control-sets is to use the:

EDIT SELECTION GUIDE & EDIT SELECTIONS

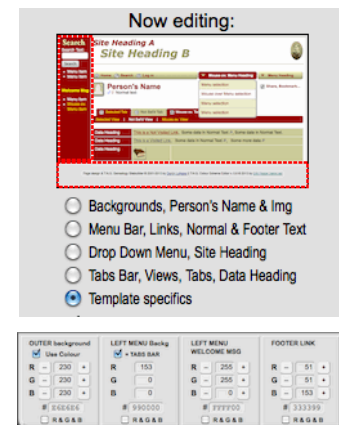


When you select items to edit, by clicking one of the *Edit Selection* "radio buttons", the *Edit Selection Guide* will show you where the items are located by one or more red dotted frames.

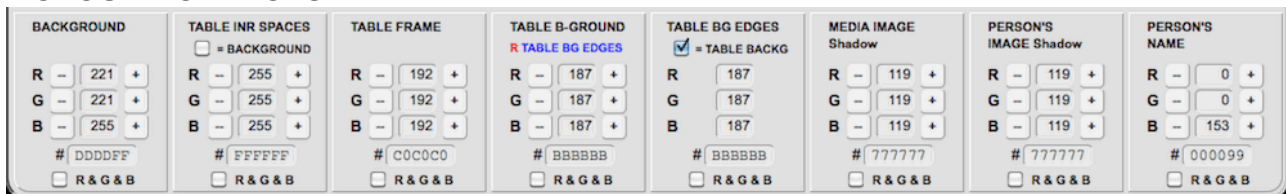
The first four selections / control-sets are standard and handle the same items for all templates. Sometimes they also modify template specific items, optionally or not. It is noted in the control *Heading* and the *Tooltip*.

The fifth selection / control-set is always handling template specific items. And the Footer Link, if there is one. Template #1 does not have this selection.

A new set of *Colour Controls* will be visible at the bottom of the interface for each selection.



COLOUR CONTROLS



CONTROL TYPES

There are three types of controls:

This control sets (BGR): Background

These controls handle the colour in open spaces and behind graphics and text.

This control sets (TXT): Text

These controls handle the colour of all texts.

This control sets (COL): Colour

These controls handle the colour of details, like shadows or lines

If a control handles several items, they are all of the same type.

CONTROL HEADINGS & TOOLTIPS

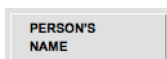
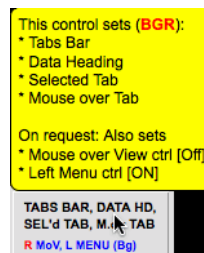


The heading tells you which item(s) the control edits. Due to space limits, it's often **heavily** abbreviated but if you check the *Tooltips* checkbox to the right...



...you can hold the mouse-pointer on the heading to see a *Tooltip*.

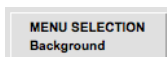
The *Tooltips* tell you what items the control edits and if there are any requests or options (read below) and their status.



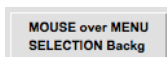
The heading corresponds to one or more items in the edit window:



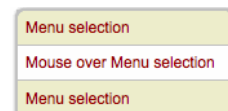
For example:



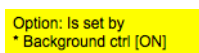
This control handles the ordinary menu background - the greenish colour in this case.



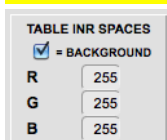
And this control handles the background of the menu, when the mouse is over a menu selection item - the white colour in this case.



REQUEST OPTION & REQUEST CONFIRM MESSAGE



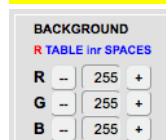
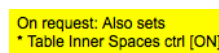
Some controls have the option to be set by another control. The *Table Inner Spaces* control can **Request** a connection to, and be set by, the *Background* control.



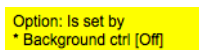
Requesting to be set by the *Background* control

When the *Request Option* is checked, no RGB-buttons are visible as the control is set by the connected one.

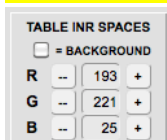
If the *Request Option* is checked, there is a *Request Confirm Message* in the connected control. Both *Tooltips* will also show that the option is **[ON]**.



Confirming to be setting the *Table Inner Spaces* control



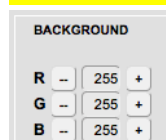
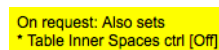
When you un-check the *Request Option*, the RGB-buttons will appear and you can set the values - the *Background* control is disconnected. The *Request Confirm Message* disappears and the *Tooltips* show that the option is **[Off]**.



Disconnecting the *Background* control

If you check the *Request Option* again, the control will be set to the current values of the connected control.

NOTE: Some controls can set more than one other control. The *Request Confirm Message* will NOT disappear until ALL checkboxes in those controls are un-checked. The *Tooltip* will show you the status of each request option.

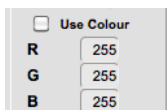


No connection to the *Table Inner Spaces* control

Most of the controls that can be connected, are found in the same Control-set, but there are exceptions.

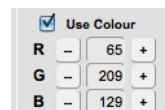
NOTE that it is possible for one type of control (Background, Text or Colour) to set another type of control this way: The *Background* control is of type **BGR** (Background) while the *Table Inner Spaces* control is of type **COL** (Colour).

USE COLOUR & OPAQUE COLOUR CONTROLS

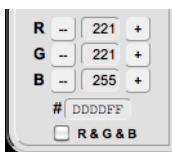


Some templates use graphics and/or a semi-transparent colour as a background. You have the option to turn the graphics / transparency off and in most cases, but not all, set a colour instead.

This option is most often found in the **Template specific** control-set.



RED, GREEN & BLUE BUTTONS



The values can be varied from **0** to **255**.

Use -- buttons to decrease values.

Use + buttons to increase values.

Check **R&G&B** to decrease or increase all the three values by the same amount (you can use any of the buttons). This will work as long as no value reaches 0 (decrease stops) or 255 (increase stops).

Click once (quickly) on a button to increase or decrease the value(s) by 1.

Click and hold down on a button to increase or decrease the value(s) in an "accelerating" fashion.

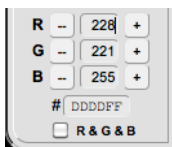
The field located below the buttons, marked with a "#", shows the **Hexadecimal Colour Code** for the current colour.

INPUT RED, GREEN & BLUE VALUES

NOTE: If you can't see any buttons, you can't input values:

If the control's *Request option* checkbox is checked (it is currently connected to, and set by, another control),

or its *Use Colour* checkbox is not checked, **manual input is NOT possible**: The input will be ignored and the edited value is reset to the original.



Input decimal value "228" for Red

You may enter values directly into the **R**, **G** and **B** value fields.

Click in any of the value fields and you will get a cursor.

Edit the value to your desired and either...

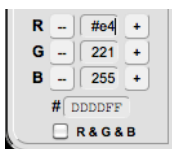
... press the *ENTER* key or

... click somewhere outside the value field or

... *TAB* to the next value field

(depending on your OS and browser) and the colour will have the new value.

Valid input is 0 - 255



Input hexadecimal value "E4" for Red: **NOTE** "#"

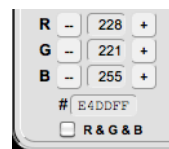
You may enter a ONE- or TWO-digit HEXADECIMAL value if it is preceded by a #.

NOTE that it must **always** be # and one or two digits: Hex value "F" = **#F** or **#0F** etc.

Valid input is #0 (or #00) - #FF

(Uppercase or lowercase letters doesn't matter)

The value will be shown as a decimal value.



Result of input decimal value "228" or hexadecimal value "E4" for Red

Any incorrect input will be ignored and the edited value is reset to the original.

TIP: You can Copy-&-Paste values between fields and controls.

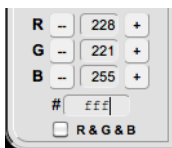
The **R&G&B** checkbox will have no effect when you input values manually: It may be checked.

INPUT RGB HEXADECIMAL COLOUR CODE

NOTE: If you can't see any buttons, you can't input values:

If the control's *Request option* checkbox is checked (it is currently connected to, and set by, another control),

or its *Use Colour* checkbox is not checked, **manual input is NOT possible**: The input will be ignored and the edited value is reset to the original.



Input hexadecimal value "FFF" in the Hexadecimal field

The **Hexadecimal Colour Code** field is also an **input field**: Click in it to get a cursor.

You may enter a ONE- to SIX-digit HEXADECIMAL value.

It must be one to six digits and nothing else (no preceding #).

NOTE that ZEROs will be added to the LEFT, to make six digits: Input **FFF** = **000FFF**.

Valid input is 0 (or 00 - 000000) - FFFFFFFF

(Uppercase or lowercase letters doesn't matter)



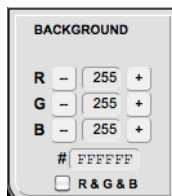
Result of input hexadecimal value "FFF" in the Hexadecimal field

Any incorrect input will be ignored and the edited value is reset to the original.

TIP: You can Copy-&-Paste the value between controls.

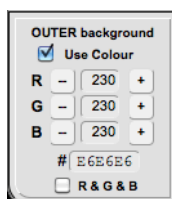
The **R&G&B** checkbox will have no effect when you input values manually: It may be checked.

BACKGROUND COLOUR CONTROLS

A control panel titled 'BACKGROUND'. It features three rows of color selection: Red (R) with a minus button, a text box containing '255', and a plus button; Green (G) with a minus button, a text box containing '255', and a plus button; and Blue (B) with a minus button, a text box containing '255', and a plus button. Below these is a text box for the hex code '# FFFFFF' and a checkbox labeled 'R & G & B' which is currently unchecked.

The *Background* colour control in the first, **standard**, control-set **always** handle the center or main background colour.

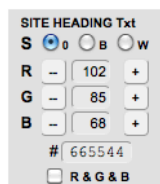
That is the background behind the *Tabs bar* and (mostly) the *Menu Bar* and surrounding the *Data table*: The white background in the above image of the interface.

A control panel titled 'OUTER background'. It has a checked checkbox labeled 'Use Colour'. Below this are three rows of color selection: Red (R) with a minus button, a text box containing '230', and a plus button; Green (G) with a minus button, a text box containing '230', and a plus button; and Blue (B) with a minus button, a text box containing '230', and a plus button. Below these is a text box for the hex code '# E6E6E6' and a checkbox labeled 'R & G & B' which is currently unchecked.

If there is a second background, as the outer, light gray, background in the above interface image, it is **always** handled by a control in the **Template specific** control-set.

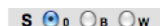


SITE HEADING TEXT COLOUR CONTROL

A control panel titled 'SITE HEADING Txt'. It has four radio buttons: 'S' (selected), '0', 'B', and 'W'. Below these are three rows of color selection: Red (R) with a minus button, a text box containing '102', and a plus button; Green (G) with a minus button, a text box containing '85', and a plus button; and Blue (B) with a minus button, a text box containing '68', and a plus button. Below these is a text box for the hex code '# 665544' and a checkbox labeled 'R & G & B' which is currently unchecked.

The *Site Heading Text* colour control is of no real use to you if you are using **GRAPHICS** as your Site Heading, and want to continue doing so, as it only sets the colour and shadows of TEXT.

The Shadow option

A control panel with four radio buttons: 'S' (selected), '0', 'B', and 'W'.

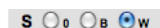
The template default is text without shadow.
You can select:

A control panel with four radio buttons: 'S' (selected), '0', 'B', and 'W'.

Black Shadow will render the text like this:

Site Heading Site Heading Site Heading
Site Heading Site Heading Site Heading

Font-sizes: 58px, 40px, 22px, Bold and Normal (Colour: Red 255, #FF0000)

A control panel with four radio buttons: 'S' (selected), '0', 'B', and 'W'.

White Glow will render the text like this:

Site Heading Site Heading Site Heading
Site Heading Site Heading Site Heading

Font-sizes: 58px, 40px, 22px, Bold and Normal (Colour: Red 255, #FF0000)

As can be concluded from the above, the effect will be different depending on both size and boldness.
Remember that the text in the editor generally is smaller than in the TEST-pages and your site.

The combination of OS and browser will give different effects as well - your visitors may well have another experience than you...
The background colour will also influence the effect.

"OOPS!" BUTTON



Your last change to a colour (the R, G or B value, or the Hexadecimal Colour Code) may be cancelled by this button.

NOTE that only changes by buttons and manual input are stored: If your values change because you check a *Request Option*, they are not stored.

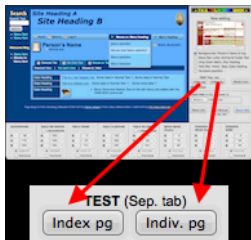
Any **Reset** (read below) will disable the button until a value is modified.

NOTE that there is no history of changes.

This means that the value is set to its previous state and the cancelled value is saved instead, so repeated clicks on this button will toggle between the two states.

TIP: Use this button to compare two colours by toggling them.

TEST HOMEPAGE & TEST PERSON'S PAGE



You may, at any time, test your colour scheme in a "semi-live" Home- or Person's page by clicking either of these buttons. The page will open in a new browser tab (or window).

The Homepage is using the default template design with the default template graphics. If you use your own graphics at your Homepage, you have to imagine them...

The Person's page looks and acts like a "getperson.php" page. The menus will drop down and other "hover" actions can be seen but menu selections and links don't open new pages (that is also true for the Homepage).



index.php



getperson.php

When you open a test-page for the first time, all links are "Not Visited".

Click on a link and it will show the "Visited" state, also the next time the same test-page is opened.

At the bottom of most test-pages, below the copyright notice/link for *TNG*, there is a line with the **TCB** copyright notice and a link to the contact-page: That line is (of course) not added to your pages.

NOTE that some graphic elements have had their backgrounds removed for the editor and the TEST-pages, as otherwise the set colour would not be seen through or around it.

Some graphics are ready-made for you, and if so found in the template's **Important Stuff**.

(Read more about the **Important Stuff** below)

If not:

If you find that some of your graphic elements (buttons, image links...) show a different background and you want to change it, you have some options but they involve manual labour... and a graphics editor (almost all descent graphic editors will do - I use Photoshop Elements).

Follow your editor's instructions on how to remove (make transparent) backgrounds from **.gif** and **.png** images.

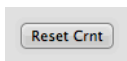
You can't remove the background of **.jpgs** so you have to paint it (use the RGB values you set for your template).

You can also look for other suitable images.

One place is the Public Domain library openclipart.org (just an example to get you started; more are **easily** found with a net-search).

Of course; if you're not afraid of editing the **index.php** and/or **topmenu.php** files, you can use any image of any type anywhere...

RESET CURRENT COLOUR CONTROLS & RESET ALL COLOUR CONTROLS



Clicking the **Reset Current** colour controls button will reset the colours of the currently used control-set...

... If a CSS is loaded (see below), or a preset, these colours will be reset to the values of the CSS or preset.

... If a CSS or preset is not loaded, these colours will be reset to their template default values.

No colours or controls in any other control-set is affected:

If a *Request* checkbox is **checked** and the control is connected to a control in another control-set, the checkbox will be **Un-checked** if the connected control and the checked one does **not** have the default (or css) values before the reset.
The values of the currently seen control will be the default (or css) and the connection is therefore broken.
If you didn't want this; just check the checkbox and the control will have the values set back.

If a *Request* checkbox is **un-checked** and the control can be connected to a control in another control-set, the checkbox will be **checked** if the other control has the default (or css) values.
The values of the currently seen control will also be the default (or css) and the connection is therefore set up.



Clicking the **Reset All** colour controls button will reset the colours of all control-sets...

... If a CSS is loaded (see below), or a preset, these colours will be reset to the values of the CSS or preset.

... If a CSS or preset is not loaded, all colours will be reset to their template default values.

All *Request* checkboxes will be properly checked or un-checked.

The **Backgrounds control-set** will be displayed after the reset.

NOTE that no other checkboxes (*R&G&B*, *Use Colour* or *3D* for example) are affected by any reset.

MAKE CSS (SAVE)



When you want to save the current settings you can **Make** a **.css** file by clicking the button.

The file will be generated and download to your computer and can later be loaded into the editor or be used as *mytngstyle.css* in **TNG**

THE "DOWNLOAD" FORM

The generated **.css** file will always contain the **Site Heading text** and its **class** because they are used by the editor. The class contains text-colour and type of shadow (if any) and the text is used at the **TEST**-pages.

If you want the **TEST**-pages to have a certain heading (f ex the same as your site), you can edit it here.

When you generate a file, the **Site Heading text** (as shown in the edit field) is also saved in memory, thus affecting your **TEST**-pages immediately.

TNG does not recognize this class or text by default.

An empty textfield will always output the template default text (.css default if one is loaded). Template and .css default texts are shown in **RED**, text you modify during the current session (you may output several variations of a theme...) is shown in **BLACK**.

TIP: It is possible to insert a linebreak to the Site Heading text.
Add this: "**
**" where you want the linebreak. The text in the image will look like:
This is
our family.

IF YOU USE TEXT AS YOUR SITE HEADING

Templates #1, 2 and 3 in **TNG version PRIOR to v10** don't have a css-**class** for the **Site Heading text**
Template #7 (also in **TNG10**) has a css-**class** for the **Site Heading text** but there is a **style** in the original files that overrides it.

You have to have custom *index.php* and *topmenu.php* files to replace the originals, if you want to modify the colour and/or add a shadow/glow in those templates.

You will find ready-made replacements in the **Important Stuff** linked to from the editor "dashboard", with a class for the **Site Heading** and the graphics disabled so you only have to save them once.

(Read more about the **Important Stuff** [below](#))

DOWNLOAD

☒ **.css** w/ Site Heading Texts & Classes

☒ TNG prior to v10 AND TEXT as Site Heading

☐ TNG v10 or higher OR GRAPHICS as Site Heading

NOTE that the files below may not be directly compatible with MODs that modify them.

☐ **index.php** w/ Site Heading Texts & Classes

☐ **topmenu.php** w/ Site Heading Text & Classes

Site Heading A Text:

Site Heading B Text:

Edit the Site Heading Texts for your SITE and TEST-pages here.

For **Template #4** in **TNG version PRIOR to v10** the **Site Heading** text can't be set in the **Template Settings** so you have to have the text (and class) edited into the *index.php* and *topmenu.php* files and replace the originals, if you want to modify it at all.

Edit the text to say what you want. When you are ready to make a *mytngstyle.css* you also select the *index.php* and *topmenu.php* options and they will be output, ready to save.

If you don't change the words of your **Site Heading text** later, you only have to output these files once.

The selected files will be output the same way as a **.css** file (read below), as the text has to be dynamically edited into the pages. Instructions are included in the output.

THE DOWNLOAD

When you click the **OK** button, the file is generated to a **plain-text** file and downloaded to your computer.

When a file is downloaded, you may be asked if you want to **Save** or **Open** the file: Select to **OPEN** it. It will then be opened in *Notepad* (Windows), *TextEdit* (Mac) or a similar **plain-text** editor.

Some browsers will automatically open the file in an editor.

All **.css** files have these **instructions** in the beginning:

```
INSTRUCTIONS
=====

* If you want to save this file as "mytngstyle.css" to use at your site:
  If you already have a "mytngstyle.css" in use, you should RENAME / MOVE / COPY it
  so it is safe, as it otherwise will be overwritten and lost.
  Then save this "mytngstyle.css" in your "templates / templateX / css" folder.

* If you're not going to use it at your site, you can give it any name, as long as it ends
  in ".css" or ".txt" and you can save it at any convenient place.

CHECK THE NAME TWICE BEFORE YOU SAVE!
=====

The file is downloaded as a ".txt"-file in an effort to make all browsers act the same way.
- - - - -

Use the editor's "Save As..." option (in the "File" menu).

You can load this file into TCB later to modify it if you want to.
It doesn't matter if you saved it as "mytngstyle.css" or another name.
You can load it into any template (also in TNG) but remember that only items (.css-classes)
declared in this .css will be affected.
All other items will have their template default colours.

If you want to load it into TCB later, you have to keep this remark.
```

All **index.php** and **topmenu.php** files have these **instructions** in the beginning:

```
INSTRUCTIONS
=====

RENAME / MOVE / COPY the original "templates / templateX / topmenu.php" before you save
this file so it is safe, as it otherwise will be overwritten and lost.

Then save this "topmenu.php" in your "templates / templateX" folder.

CHECK THE NAME TWICE BEFORE YOU SAVE!
=====

The file is downloaded as a ".txt"-file in an effort to make all browsers act the same way.
- - - - -

Use the editor's "Save As..." option (in the "File" menu).
```

All of your site will be affected if you use the *mytngstyle.css* file you create.

Some sample pages from the same *mytngstyle.css* as the *index.php* and *getperson.php* pages above:



suggest.php



searchform.php



admin.php



admin.php (persons)



admin.php (add person)

How do you know which colour-control sets which item on other pages than *index.php* and *getperson.php*?

You may have some help by these Colour-coded examples (in a new tab / window).

And you can download the above *mytngstyle.css* here. Click the link and do as described above.

NOTE! that this file is *TNG10* compatible. If you want to use it in *TNG* **prior** to v10, AND use **TEXT** as your Site Heading, you have to load the file into **TCB** (read below) and save it as a **pre TNG10 css** (read above).

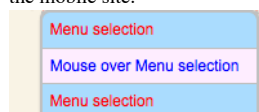
THE MOBILE SITE (From TNG10)

"TCB defaults" below, means the colours when using a *mytngstyle.css* made in TCB without modifying any colours.

The TNG default look and colours for the mobile site in Template #3 is like the images to the right, for the home- and person's pages. What I show here is valid for all templates, though.

The **Background** for the mobile site will always be your "inner" or "center" background colour or graphics, whether you use TNG defaults or a css from TCB: As long as you are in the public part of the mobile site, there will be no surrounding colour or graphics.
(Template #12 with a css generated in TCB is, however, an exception. It is the width of the viewing window that determines this: A maximum of 640 pixels wide, and it's regarded as the mobile site.)

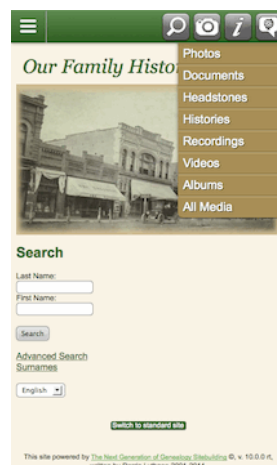
The TCB default colours are a bit different from TNG defaults. For example the menus: Using a TCB css, they will have the same colours as the standard site. Compare the defaults in the images to the right. This also means that if you modify the menu colours in TCB, it will show at the mobile site:



Modify in the editor.



Seen in mobile site.

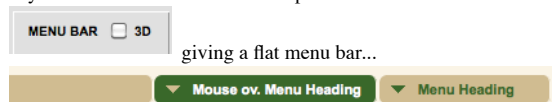


TNG default Template #3
Homepage
(index.php)

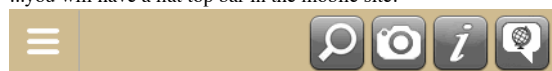


TNG default Template #3
Person's page
(getperson.php)

The top bar in the mobile site will have the colour of the TCB menu bar. If you select a 3D menu bar in TCB (default for Template #3) the top bar in the mobile site will also be 3D (see the images to the right). If you de-select the menu bar 3D option in TCB...



...you will have a flat top bar in the mobile site.



Below the top bar, at the Person's page, there is the Site Heading. The background for TNG here, is the page background. When you make a css in TCB, you will have whatever the background behind your Site Heading is in the TCB editor; colour or graphics. As Template #3 has the Site Heading inside the brown (TCB default) header, the background will be brown. Another example is Template #9:

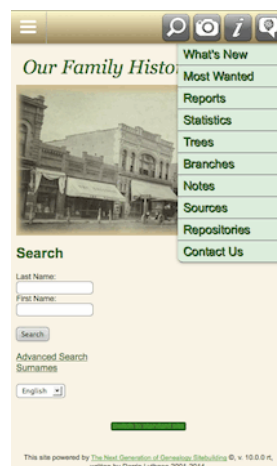


Graphics behind the Site Heading in the standard site.



The same graphics (yes :) behind the Site Heading in the mobile site.

The Site Heading will also have the TCB colour but without any shadow, if you selected one. The Homepage of the mobile site will show any shadow you selected.



TCB default Template #3
Homepage
(index.php)



TCB default Template #3
Person's page
(getperson.php)

UPDATE YOUR TCB mytngstyle.css TO BE TNG10 COMPATIBLE

If you have made a *mytngstyle.css* in TCB prior to v1.2 (= prior to TNG10), it is very easy to update it to v1.2, to make it TNG10 compatible.

Just load the file into TCB ([read below](#)) and then save it ([read above](#)) with or without any modifications.

LOAD CSS (TCB TEMPLATE X)

When you have saved a .css file you can load it into the editor at a later time. It doesn't matter if it's saved as "mytngstyle.css" or another name (and suffix: both .css and .txt are good).

WHAT MATTERS is that you saved EVERYTHING that was output:

There HAS to be at least one **/* remark */** in the beginning and **NONE** after that (between or after the declarations).
And the file-type HAS to be **text/plain** like a .txt-file or **text/css** like a .css-file (.doc or similar can't be used).

The colour settings will be complete when you load a **.css** file for the same template but others may be loaded. You just have to remember that the colours may be used in different ways in the two templates.

This means that some items that are coloured like the background (f.ex) in one template may be coloured like the table in another template. So when you load a **.css** for another template, things will sometimes not be of the colour you expect from looking at that "original" template.

All **classes** (items) that are not in the loaded **.css** will have their template default values.

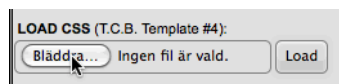
NOTE that the **.css** generated by **TCB** may not have **classes** grouped and defined the **TNG** default way, and the editor will **ONLY** load **classes** and groups it recognizes, and read them the way it is expected to. In general:

.css files that are not generated by TCB should NOT be expected to load properly.

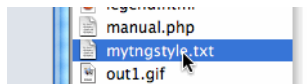
But you're welcome to try. You will be alerted if there are unknown classes or other errors.
Just remember what's said above, about the remarks and file-types.

If you have (f. ex.) a *mytngstyle.css* that you wrote yourself and want to modify it in the editor, you will probably save yourself a lot of time and frustration by recording the colour-values you have defined and manually input them into the editor, instead of trying to load your file:
The editor will "misunderstand" many of your definitions and you will spend a lot of time only to correct them.
(And many **classes** will probably not be loaded at all, anyway.)

LOAD THE FILE



Click the "Select..." button to open a file-selector.



Find your file and double-click on it, or mark it and click the "Open" button.



The name of your file is in the box and you click the "Load" button.



The **.css** is loaded into the editor.

NOTE: The values of a loaded **.css** file are regarded as the default values:
Any **Reset** (read above) will reset the values to the **.css** file values - not to the Template defaults.

WHAT'S IN THE *Important Stuff* ?



You will find special graphics and files for special situations, customized **.gifs** and **.pngs** and more.
Some of them (marked * below) can be used without modifying any original file at all or a *mytngstyle.css*.

The links will open the pages in new windows/tabs.

Template #1 > **TNG prior to v10:** Replacements for *index.php* and *topmenu.php* for TEXT Site Heading.

Template #2 > About the **Multilingual** *index.php*
> Graphics you need if you modify one of the **Background** colours.
> **TNG prior to v10:** Replacements for *index.php* and *topmenu.php* for TEXT Site Heading, WITHOUT Multilingual / your own texts.
> Replacements for *index.php* and *topmenu.php* for TEXT Site Heading, WITH Multilingual / your own texts (incl. custom image).
> Replacement for *index.php* for GRAPHIC Site Heading,

WITH *Multilingual / your own* texts (incl custom image).

- Template #3 > **TNG prior to v10:** Replacements for *index.php* and *topmenu.php* for TEXT Site Heading.
- Template #6 > A *.gif* you may want if you modify the **Inner Background** colour*,
> Graphics you need if you modify one of the **Background** colours,
> Graphics & Instructions you need if you modify the **Graphics Band** and/or want to use your own image (including a replacement for *topmenu.php**),
> About the **Multilingual** *index.php*
> A replacement for *index.php* (incl. a custom *.png*) for *Multilingual / your own* "Small Headings"*.

Template #7 > A *.gif* you probably want if you modify the **Inner Background** colour,
> Graphics you need if you modify the **Site Heading Background** and/or the **News Section Background** colours and use a *GRAPHICS Site Heading*,
> Graphics you need if you modify the **Site Heading** (text & bgr) and/or the **News Section Background** colours and use a *TEXT Site Heading* (including replacements for *index.php* and *topmenu.php*).

Template #8 > Two *.gifs* you may want if you modify the **Outer Background** colour*.

Template #10 > A *.png* you may want if you modify the **Outer Background** colour*,
> Two *.pngs* you may want if you modify the **Outer and/or Header Background** colour*,
> A *.png* you may want if you modify the **Index Page Menu Background** colour*.

Template #11 > Two modified *.pngs* you may want for the *index.php* page*,
> A *.jpg* button you may want if you modify the **Index Page Background** colour*.

Template #12 > A *.gif* you may want if you modify the **Dropdown Menu Heading** and/or the **Menu Bar** colours*.

Template #13 > A *.jpg* button you may want if you modify the **Index Page Background** colour*.

Template #14 > A *.png* bullet you may want if you modify the **Index Page Background** colour*.

* Modified original files with their original names:

Can replace the originals directly without any modifications to, and independently of, any other file.

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