

Meteor Galleries v3.0 – Display Item Template Guide

The New DisplayItem Page

As of Meteor Galleries version 2.5, the displayitem page is totally customizable by uploading a template through the Template Editor for your displayitem page. To make a new displayitem template, you'll need a little HTML knowledge and some basic information about how the template file works.

The DisplayItem Page Template File

A sample displayitem page template has been included with your files (both in the upgrade version and the full installer version). It's a very simple file that should help you get the idea of how to create your own. That file looks like the following:

```
{HEAD}

/* Start of Item Table */

<table align=center class=item_table cellspacing=0 cellpadding=5>

<tr>
<td align=center colspan=2>

{MAIN}

<tr><td align=center colspan=2>

{INFO}

</td></tr>
<tr><td width=50% align=right>

{SCREENSHOT}

</td><td width=50% align=left>

{DETAILS}

</td></tr>
</table>

/* End of Item Table */

{NEXT/BACK}

<p />

{HIDDEN}

<p />

{VIEWS}

{IMAGES}

{FOOT}
```

You will notice that the file is primarily HTML interspersed with key words inside curly braces. These words are the key to the template—they tell Meteor Galleries to place code into those spaces on the page. What you will need to know mostly is what those words mean, and what those sections do for your displayitem page. The displayitem template is so simple that once you understand what each of these sections does, if you understand HTML, you will be able to create your own template very easily

Template Sections

Let's go over what each of those sections means/displays:

{HEAD} – displays the full header of the page – you will NOT want to omit this as some very necessary components of the code are contained in this section.

{MAIN} – displays the main image for your item.

{INFO} – displays the item description and last updated/added date information.

{SCREENSHOT} – displays the screenshot (or the link to add a screenshot for admins logged in if no screenshot exists for the item).

{DETAILS} – displays the item details (# sketches, episode, etc) for your item.

{NEXT/BACK} – displays the next and back links for easier section navigation.

{HIDDEN} – displays the hidden information about your item (cost & source) for the admin.

{VIEWS} – displays the number of views for the admin.

{IMAGES} – displays the additional images (sketches) for each item.

{FOOT} – displays the foot/bottom of the page, like the header, this part is necessary!

Your template MUST include at least: the head, the main image, and the foot sections.

Creating Your Own Template

All you will need is to include each of the above-mentioned sections somewhere in your template file, and you'll have your own template. Please be sure that you include those sections exactly as shown in the sample template (in all caps, inside curly braces) or your template may not be interpreted correctly.

Fig. 1 – Create Displayitem template page (v3.0)



Uploading Your Template

Template files should be uploaded through the Template Editor. Just look for the menu link inside the Template Editor that reads “Tweaks: displayitem page”. You will be taken to the page shown in Figure 1 (note that Figure 1 shows the page using the “new_rightie” template included with Meteor Galleries v3.0). When you click that link, you will be asked either to upload a new template (you will be asked to choose a template to associate your new displayitem template with) or use one already uploaded. Make your choices and click the button at the bottom of the page. Once the page has loaded and displays a success message, you should have a brand new displayitem page right in your main MG directory – the changes are immediate.

Using An Existing Template

You may find that you want to use an existing displayitem template to update the look of your displayitem page. Perhaps you created a new template and have been using it for awhile, but now you want to return to a previous look. Or, perhaps you just want to use one of the displayitem templates included with one of the default MG templates.

In Figure 1, you will notice that at the bottom of the page, you have the option to choose an existing displayitem template—if you wish to use one of your former templates, this is how you will choose it. Just find the template you wish to use (you’ll need to remember which template you attached it to), and select it using the drop-down menu. Once you’ve done that, click the button at the bottom and the page will generate a new displayitem page based on the template you’ve chosen. Simple!

Editing An Existing Template File

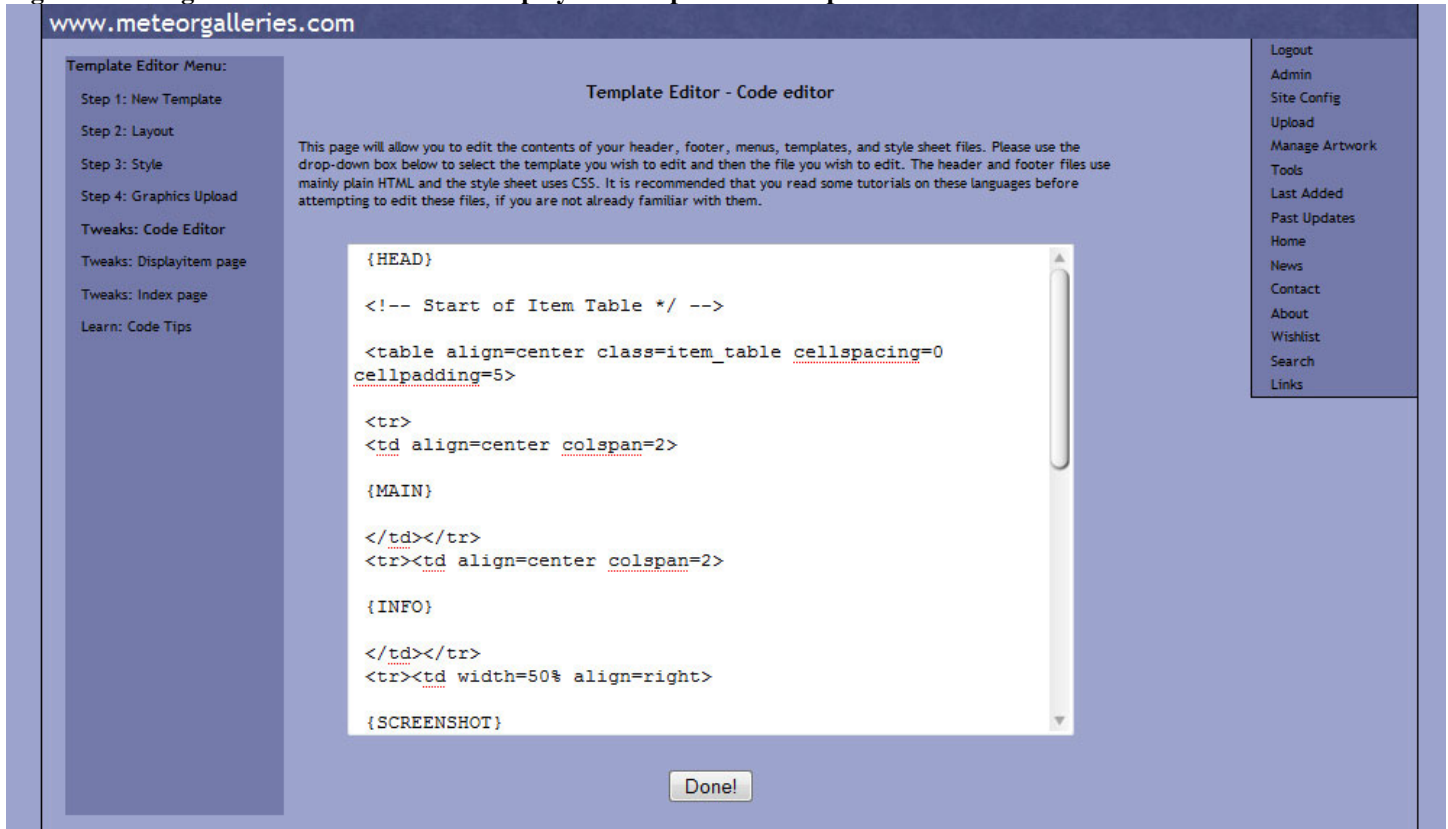
MG v3.0 now allows you to edit your displayitem templates via the Code Editor. The Code Editor is a tool used to edit the HTML or CSS of your template files. You can edit your menus, style sheets, header files, and footer files. You can also edit your displayitem templates.

Figure 2 – Using the Code Editor to edit a displayitem template file



To edit a displayitem template, simply go to the Code Editor and find the template file on the list that you wish to edit. Click the button and you’ll be presented with the contents of your template file.

Figure 3 – Using the Code Editor to edit a displayitem template file – step 2



When you are done making your changes, click the button at the bottom and your changes will be saved.

Please note that your changes will not be immediately applied to the page displaying your actual gallery items. If you wish to update that page immediately, you will need to return to the page shown in Figure 1 and choose your recently updated template file for the changes to become visible.