

v4.0.0 **cast**  
a proboards v5 theme

*ellimcale*

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## INTRODUCTION

*cast* is a theme skeleton made up of basic adjustments to the default ProBoards theme, including a more neutral color scheme and multiple fixes to styles, layout templates, and markup. Its intended audience is intermediate to advanced users creating custom ProBoards themes. Those more familiar with CSS will find this theme easiest to customize through the stylesheet.

Built with the purpose of being redistributed as your own creation, you are free and encouraged to edit any part of this theme. You do not need to credit or reference me if you use this as a base for a premade or commission, but it would be cool to see what you build! That being said, a lot of personal time and effort were invested in tweaking and testing these files, and as such, my only request is that you don't explicitly claim *cast* (as a base) as your own.

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*Special thanks to [Smangii](#) for his [ClearUBBC icons](#), and [Trinity Blair](#) for pointing out several of these fixes in her own [Skeleton Theme](#).*

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This readme is meant to help guide you through the process of using *cast* to create a custom theme. If you can't find what you're looking for or have suggestions for additional fixes in future versions, feel free to post in the support threads on ProBoards Support or Adoxography.

If you're less familiar with ProBoards themes or CSS/HTML, I would suggest reviewing these resources before getting started.

On ProBoards themes:

- » <http://adoxographyv2.boards.net/thread/1682/101-on-skin>
- » <http://smangii.proboards.com/thread/38907/smangiis-theme-guide-proboards-v5>

On CSS and HTML:

- » <http://htmldog.com/>
- » <http://html.net/>
- » <https://teamtreehouse.com/>

## INSTALLATION

1. Download the [cast-skin.pbt file](#) and save it somewhere easily accessible, such as your Desktop or Downloads folder
2. Go to your forum's Admin Panel
3. Click on **Themes > Theme Manager**
4. Click the "Create New/Import Theme" button
5. Click on "Import an Existing Theme"
6. Click the "Choose Theme File" button
7. Navigate to and select the cast-skin.pbt file
8. Once the theme has been imported, click the "Finished" button near the bottom right of the dialog window

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**PROTIP:** *If importing the .pbt file results in an error, you may need to try again. Sometimes the ProBoards theme importer fails despite multiple attempts. If the issue persists, try clearing your browser's cookies and logging in again.*

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# THE STYLESHEET

## COMMENT HEADERS

The default stylesheet in *cast* has been taken apart and reorganized with more prominent comment headers, sectioned-off styles, and separated variables. This was done in an attempt to make it easier to read and edit, but has the added benefit of making the stylesheet more searchable.

```
528
529 /* =====
530 * Header
531 * ===== */
532
533 header { margin-bottom: 10px; display: block; position: relative; }
534
535
536 /* Banner
537 * ===== */
538
539 @banner_text_font: bold 3rem @default_forum_text_font_family;
540 @banner_text_decoration: @empty;
541 @banner_text_case: @empty;
542
```

Top-level comment headers indicate primary sections of the main page, objects such as the mini profile, and sub-pages like the calendar and search page. Top-level comment headers look like this:

```
/* =====
 * Navigation Tree
 * ===== */
```

The stylesheet is further divided with secondary comment headers. These are usually individual parts of the main section; for example, the participated threads button is a sub-section of the navigation tree. Secondary comment headers look like this:

```
/* Participated Threads
 * ===== */
```

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**PROTIP:** *You can use the asterisks and dashes in the comment headers to search for specific sections in your stylesheet. If you wanted to find the section for the info center, you could do so by clicking within the stylesheet, pressing ctrl (OSX: cmd) + F on your keyboard, and typing “\* info center”.*

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## THE STYLESHEET

### LESS.JS VARIABLES & MIXINS

The ProBoards v5 stylesheet is built using a CSS preprocessor called Less.js, a language created to extend the functionality of CSS by allowing for reusable code such as variables, mixins, and functions. These features are common among other programming languages, but aren't possible in vanilla CSS. With Less, you can define a color, or even an entire style block, and use it throughout your stylesheet by simply referencing only one line of code. Less then compiles the code as regular CSS so that it can be read by the browser!

Variables are in the same positions as they are in the default stylesheet; required and global variables are placed near the top, and variables for specific sections are located within those sections. Many of them have been redefined or set to `@empty` for the sake of consistency. You can find a full list in *cast's* change log (**Admin > Themes > Theme Manager > cast**).

```
237
238 /* =====
239 * ProBoards Theme Creator Variables (Required)
240 * ===== */
241
242 @body_background_color: #ecf0f1;
243 @body_background_image: @empty;
244
245 @default_forum_text_color: #000;
246 @link_color: #2980b9;
247
248 @banner_height: 100px;
249 @banner_background_color: #95a5a6;
250 @banner_background_image: @empty;
251 @banner_background_position: @empty;
```

Mixins can also be found at the top of the stylesheet. The biggest change has been the removal of rounded corners and box shadow mixins — so *web 2.0*. Hopefully you won't miss them, but if you do, they can be added back by just copy + pasting from a fresh copy of the default ProBoards stylesheet.

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**PROTIP:** *To learn more about how to use variables and mixins, read up at [lesscss.org](http://lesscss.org). I also suggest this tutorial, which outlines things pretty well for beginners:*

» <http://verekia.com/less-css/dont-read-less-css-tutorial-highly-addictive>

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# THE STYLESHEET

## ICONS

### ICON FONTS

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Many of the default ProBoards image icons have been replaced by vector icons from something called an “icon font”. *cast* is using one called Font Awesome, and the benefit to this — over static images — is that these icons can be styled just like regular text. That means size, color, text shadows, and anything else possible with CSS are all very easy to accomplish. Change icon colors in the Visual Editor!

