

## The stylesheets in ILIAS

The appearance of the content within ILIAS is influenced by stored formatting instructions. In general, a standard collection of style sheets is stored for this purpose. If the look or feel of the standard templates for the page elements is not enough for you, you can change this on your own by creating your own custom stylesheet. You can change or create new fonts, colors, borders, spacing, icons and navigation elements.

### Overview

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## Basic structure

Style sheets find their application to all page design elements. This means that an individual stylesheet can only be created where the possibility of page design exists. These are the start page of a course, as well as the objects folders, groups, content page, wiki, data collection and the learning modules. Questions (pools) are an exception, although a page design can be done here. Only the platform-wide standard style is used here.

The scope of an individual stylesheets is limited to the object or area in which it was created. Inheritance does not take place. I.e. the style sheet must be defined by Range to Range manually (see Export/Import).

The style can be accessed in the page design via the action button in the editor column at the top right.

As a default the current default style is shown. In order to view its settings and ultimately towards your own style Amend create your individual stylesheet.

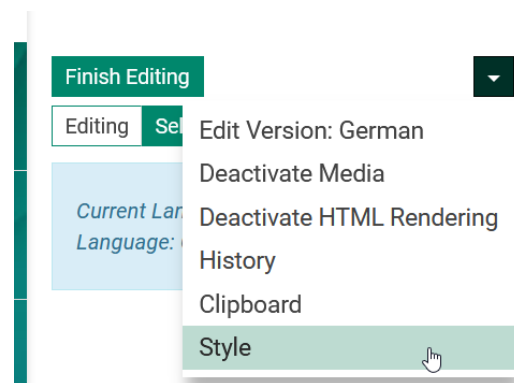


Figure 1 Opening Style Options

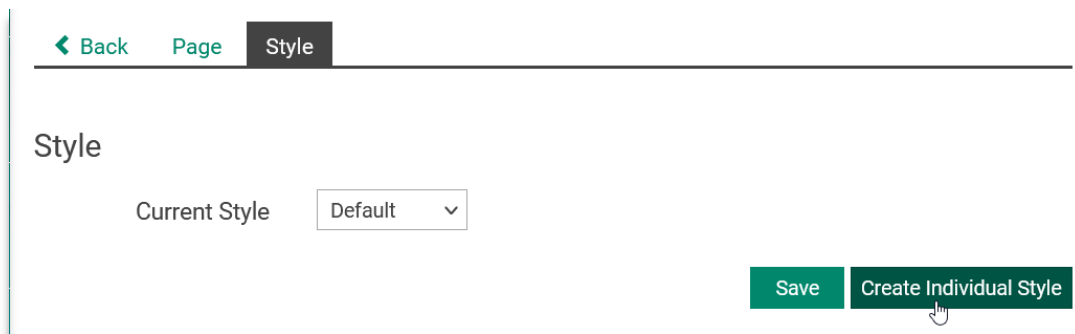
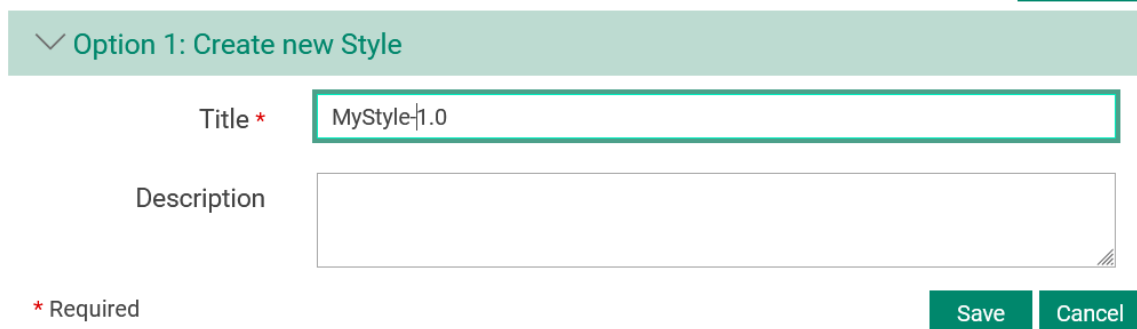


Figure 2 Creating an Individual Style Sheet

In option 1, first give it an individual name and save it.



Option 1: Create new Style

Title \* MyStyle-1.0

Description

\* Required

Save Cancel

Figure 3 Creating a New Style Sheet

ILIAS opens the editing view of your style. You can make changes to the fonts, colors, etc. there.

Use the tab bar shown to navigate through the corresponding areas.

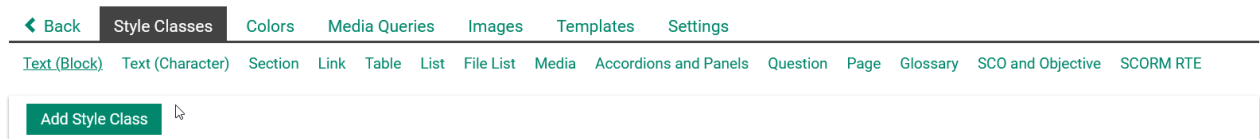


Figure 4 Navigating through the Style Sheet

## Style classes

In the *Style Class* tab you will find the individual classes and their already assigned styles. These are in detail:

1. **Text (block):** This includes all so-called **paragraph formatting of the text editor**, such as *Headline 1*, *Standard*, or special awards such as *Information text*, included. Here, new styles can be created independently, or existing ones can be adapted.
2. **Text (characters):** Below this are the fixed character formatting, such as bold, italic or the markup as a quote, of the text editor. Since they each need their own button for the call in the editor, it makes no sense to create additional styles. There is no possibility to insert further action buttons. However, existing styles can be customized.

3. **Block:** The blocks are areas that encompass other page elements and can additionally highlight them. These are, for example, the block "*Attention*", which marks an area with a colored background, as well as a warning sign, as appropriate text (or similar) to be observed. Blocks can be created individually without restriction.
4. **Link:** The link styles are used for the different links. The set of defined link types is predefined and cannot be extended. However, you can customize the existing ones.
5. **Table: The styles under the "Table"** tab combine simple table sets as well as the styles for individual table cells. Here you can also create individual styles according to your needs. More complex table sets can be found under the templates (see Templates) or you can create them yourself.
6. **List:** Individual list sets can be defined here. For unnumbered and numbered lists, fixed bullets or bullets are required. Number types stored for selection.
7. **File list:** The file list is specifically used for presentation and integration of files within the page design. The file list represents a kind of container element, which consists of different, but fixed, elements (types). The design possibilities here are limited to the individual adaptation of the existing elements, since when creating a new style, the type can be fixed.
8. **Media:** The media styles are container elements. They include all media files (image, video, or audio). In this way, they define, for example: the area surrounding the medium, or the type of highlighting.
9. **Accordions and compartments:** Accordions and compartments are used for the compact division of the page and its contents. Accordions are also composed of various individual elements (see templates), whose styles are listed here. Accordions and fans can be created freely, must be summarized under "Templates".
10. **Questions:** The styles for the individual question elements can be changed here, but they are not applied. For this purpose, it would have to be possible to store an individual stylesheet of the question pool, which is currently not the case.
11. **Page:** The styles included here have an effect on the individual elements of the page container.

12. **SCOs and Learning Objectives and SCORM RTE#:** These two classes are likely to be omitted in the future, or at least will no longer be effective, as it is planned to deactivate the SCORM editor in ILIAS.

## Colours

In the *Colors* tab, you will find predefined color schemes that are used in the styles. You can also create your own color schemes. When using it, refer to one of the colorsn by prefixing its name with a "!" register. To use a gradation, specify the value for the gradation in parentheses after the color name, e.g. ! MyColor(20). The default value is (0). You call a darker color value with a positive value, a lightened one with a negative value.

The following colors are predefined:















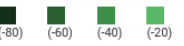

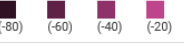














Color Name	Color Code	Color	Color Flavors	Commands
<input type="checkbox"/> !black	#000000			<a href="#">Edit</a>
<input type="checkbox"/> !brandinfo	#DCB496			<a href="#">Edit</a>
<input type="checkbox"/> !brandprimary	#4C6586			<a href="#">Edit</a>
<input type="checkbox"/> !brandsecondary	#6EA03C			<a href="#">Edit</a>
<input type="checkbox"/> !brandwarning	#FAB228			<a href="#">Edit</a>
<input type="checkbox"/> !extendedcolor1	#F3DE2C			<a href="#">Edit</a>
<input type="checkbox"/> !extendedcolor2	#CDDC39			<a href="#">Edit</a>
<input type="checkbox"/> !extendedcolor3	#59A0A5			<a href="#">Edit</a>
<input type="checkbox"/> !extendedcolor4	#86CB92			<a href="#">Edit</a>
<input type="checkbox"/> !extendedcolor5	#CE73A8			<a href="#">Edit</a>
<input type="checkbox"/> !extendedcolor6	#82639E			<a href="#">Edit</a>
<input type="checkbox"/> !extendedcolor7	#9E7C7D			<a href="#">Edit</a>
<input type="checkbox"/> !extendedcolor8	#F75E82			<a href="#">Edit</a>
<input type="checkbox"/> !extendedcolor9	#EA4D54			<a href="#">Edit</a>
<input type="checkbox"/> !midgray	#434343			<a href="#">Edit</a>
<input type="checkbox"/> !white	#FFFFFF			<a href="#">Edit</a>

Figure5 Predefined Color Palette

## Media Queries

So-called media queries are used to query the properties of the monitor in order to distinguish between mobile devices and large desktop monitors. Media queries thus combine the style instructions with the properties of output devices.

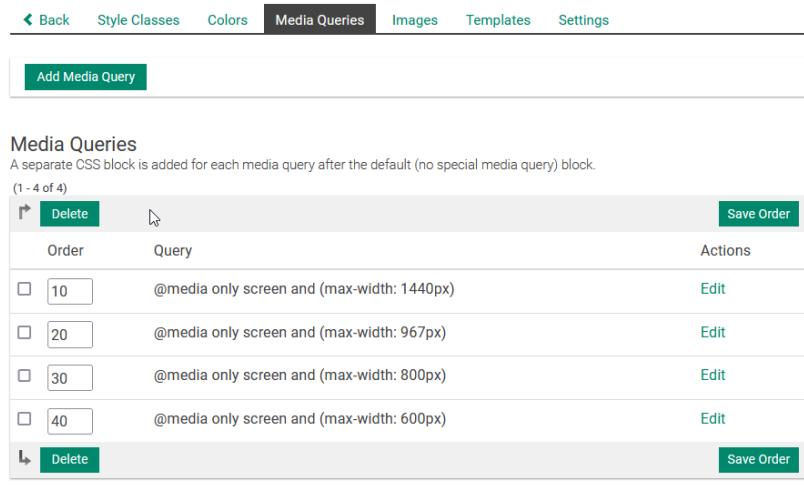


Figure 6 Media Queries - Screen Formats

## Pictures

The Images tab contains the images used in the screen elements. The graphics are largely pixel graphics of small size, such as the arrow used in accordions *accordion\_arrow.png*. These graphics are used in static elements, such as the accordion head, which are not subject to scaling.

Surrounding blocks can be subject to a large change in size, depending on the number of elements they contain. For this reason, background graphics such as those of the

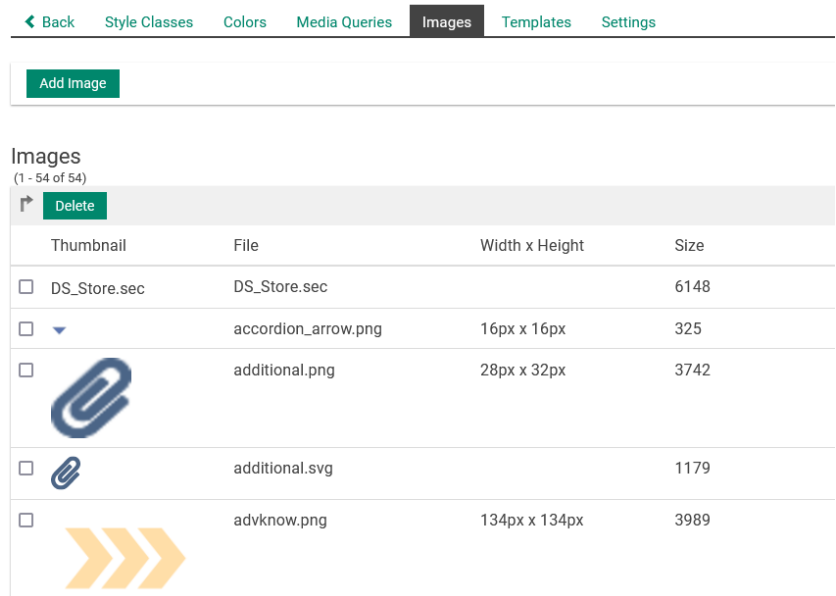


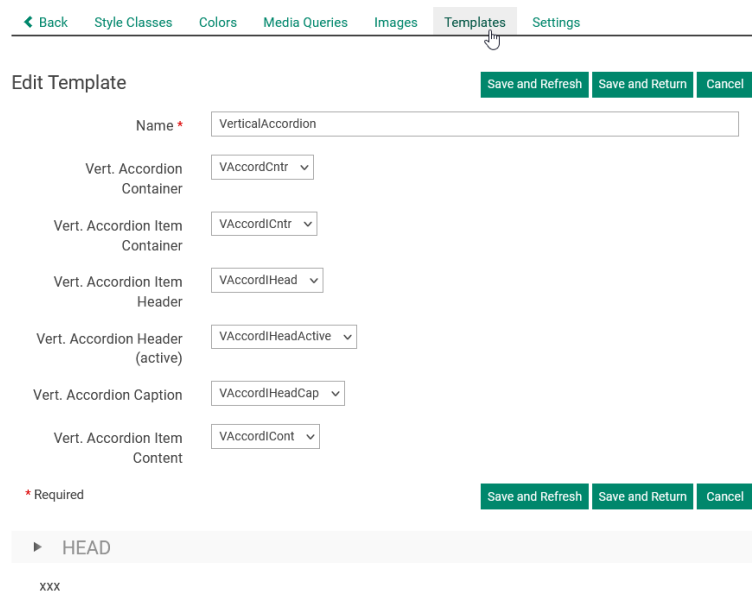
Figure 7 Image Pool

block for the additional informationn (*Additional*) are also stored as freely scalable vector graphics (*additional.svg*).

You can add your own graphics, but you should keep an eye on the size or format depending on your planned use.

## Templates

TEemplates are entire element sets that from individual components are composed. Under Templates can create your own templates summarized or existing ones can be adapted. This simplifies the construction of more complex structures such as tables or accordions, since the Insert into the pagenformation simply select the appropriate set with the desired basic structure (color, size, appearance, etc.)hlt weRden can. This saves a lot of work. When compiling a template, existing or previously created (single) styles are merged.



The screenshot shows the 'Edit Template' interface. At the top, there is a navigation bar with links: Back, Style Classes, Colors, Media Queries, Images, Templates (selected), and Settings. Below the navigation bar, the title 'Edit Template' is displayed on the left, and three buttons ('Save and Refresh', 'Save and Return', 'Cancel') are on the right. The main form contains several fields with dropdown menus:

- Name \* (Required): VerticalAccordion
- Vert. Accordion Container: VAccordCtr
- Vert. Accordion Item Container: VAccordIContr
- Vert. Accordion Item Header: VAccordIHead
- Vert. Accordion Header (active): VAccordIHeadActive
- Vert. Accordion Caption: VAccordIHeadCap
- Vert. Accordion Item Content: VAccordICont

Below the form, there is a section for 'HEAD' with a right-pointing arrow and the text 'xxx'.

Figure 8 Template – e.g. vertical accordion

## Settings

In the tab Settings you can, among other things: Your Styleset to reuse it in other contexts as well. There To give Match your stylesheet a title e.g. with a version number as well as a Update date with. Beim export, the entire stylesheet however into a ..zip-Archive transferred, which unfortunately does not have this title in the file name. You should not rename the file that they otherwise no more in ILIAS can be imported.

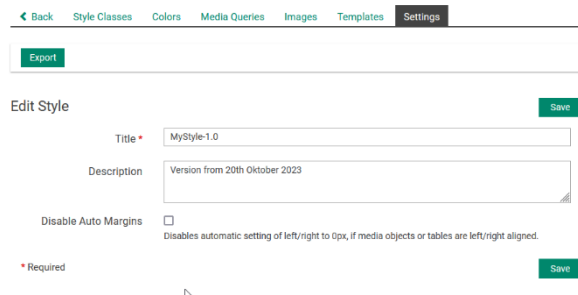


Figure 9 Settings and Export

Style sheets are not inheritable. This means that on each new Created Layer with its own page design (e.g. folder) the standard style sheet is stored first. So you have to import your individual style sheet there using the previously generated export file (see below). To do this, start the Process "**Create a new individual style sheet**", but then select option 2 "**Import Stylesheet**".

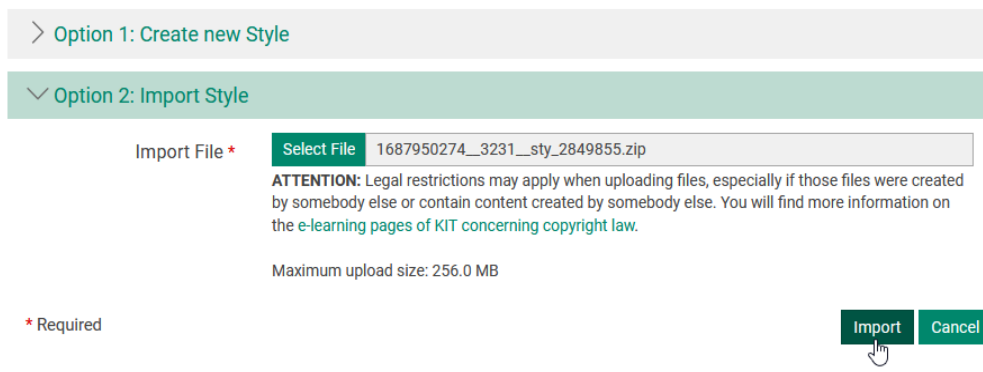


Figure 10 Import Style



## Edit/Create Style

The editing or creation of each style is done in forms, which are divided into the sections described below. There, depending on what kind of style class it is, enter the characteristic values and requirements for it.

For a basic understanding of how the individual instructions work, it is helpful to recall how the individual elements interlock. The structure of a page is often a nesting of individual boxes (page elements) within each other.

E.g. texts in a surrounding block. For example, the surrounding block is itself in the fan of an accordion, etc.

An indentation value (see figure) only affects the "box area" of that element and not the box of a surrounding element. This is intended to illustrate the effect of indentation and distance values.



Figure 11 Nesting of Page Elements

The following panes do not appear equally for all style classes. Positioning specifications, for example, are not required or have no effect on the styles of the Text(Character) class, i.e. the character formats. That's why you won't find it in the "Positioning" section.

## Form: Header area

In the head area of a form, you have the option of your Style specifications to check. In a

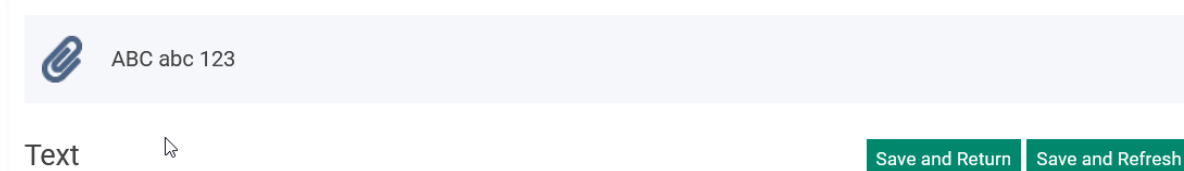


Figure 12 Storage and Verification Options

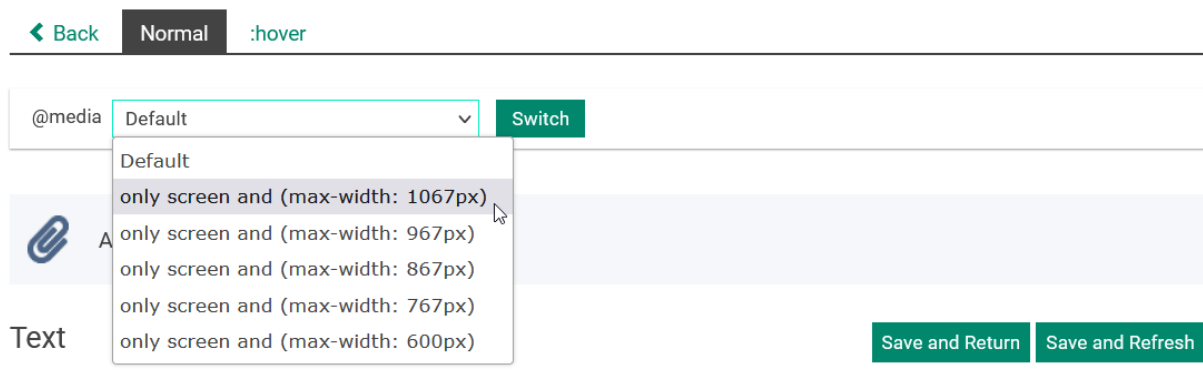


Figure 13 Header area of a form

simple preview, results or effects of the formatting are displayed. Gifts on The style you just edited displayed. Üvia the option "Save & Update" your entries will be saved and applied to the display. Using the example of the Additional (Block) Figure 12) you can see how oneself the background color and –image, as well as the information on the inner margin on the left. In the following figure, you can see two more options, which are briefly explained.

In der Navigation can be divided between den Indications for Normals- and. Hover-Effects ("**Mouseover effect**") can be changed. Under:Hover become Additional or amended FormatInformation stored as to which Only then shall apply if: The Mousecursor above thesems Element beFinds. The Option:Hover appears in the navigation only for the styles that are also intended for this effect. Assign headings e.g. No hOvereffect.

If media queries are Figure 6), formatting information can be stored for them. For example, for the different screen sizes, a dynamic adjustment of the size of a block, change of the font size, etc.

## Formular area: Text

When creating or editing a style, all information about direct Included text Made. Most fields are self-explanatory or offer via a Dropdown-Selection Default Dimensions are always added as a numerical value to a selectable Unit specified. GNP. The font size debit 140% (based on the default font size) amount to.

Text Save and Return Save and Refresh

Font Size  140 %  xx-small

Font Family

Font Style

Font Weight

Font Variant

Word Spacing  px

Letter Spacing  px

Text Decoration

Text Transform

Color

Text Indentation  px

Line Height  px

Vertical Alignment

Text Alignment

White Space

Figure 14 Form Region - Text Formatting

Empty fields always assume the status *non*, i.e. not applied, or *normal*, Figure 14 for the font weight.

## Formal area: outer edge and inner spacing

As mentioned earlier, each page element basically represents a kind of box. This means that it occupies a certain space, which is separated from the surrounding elements on the outside. This can be defined individually for all four pages. Either uniformly for *All* or different

### Margin and Padding

Margin	All	<input type="text"/>	px	▼	Top	<input type="text" value="10"/>	px	▼	Left	<input type="text"/>	px	▼
					Bottom	<input type="text" value="10"/>	px	▼	Right	<input type="text"/>	px	▼
Padding	All	<input type="text"/>	px	▼	Top	<input type="text"/>	px	▼	Left	<input type="text"/>	px	▼
					Bottom	<input type="text"/>	px	▼	Right	<input type="text"/>	px	▼

Figure 15 Form Area - Outer Margin and Inner Spacing

for each of the four DirectionEn singly. You define a quantity and assign The desired Unit from the respective List right to.

Based on the idea of a box, the elements it contains (text, other boxes) can also maintain an individual distance. This is particularly important for page design elements, e.g. side-mounted graphics. If text does not protrude into the graphic, at least one distance to the left must be entered.

## Form Area: Border

If a page design element is to be enclosed with a frame, you define it in Same Range.

### Border

Border Width	All	<input type="text"/>	px	▼	Top	<input type="text"/>	px	▼	Left	<input type="text"/>	px	▼
		<input type="radio"/>	thin	▼		<input type="radio"/>	thin	▼		<input type="radio"/>	thin	▼
					Bottom	<input type="text"/>	px	▼	Right	<input type="text"/>	px	▼
						<input type="radio"/>	thin	▼		<input type="radio"/>	thin	▼
Border Color	All	<input type="text"/>		▼	Top	<input type="text"/>		▼	Left	<input type="text"/>		▼
					Bottom	<input type="text"/>		▼	Right	<input type="text"/>		▼
Border Style	All	<input type="text"/>	▼	Top	<input type="text"/>	▼	Left	<input type="text"/>	▼			
					Bottom	<input type="text"/>	▼	Right	<input type="text"/>	▼		

Figure 16 Frameworks

A border is made up of three pieces of information. The frame thickness, frame color, and frame type. The most important of these is that of the frame types. Without a selection of a frame type (solid, dotted, dashed, etc.), the frame will not be visible.

As for the Distances already described above, can also be used here either always equivalent values for all four directions, or different for each direction, can be entered.

For the color values, it is possible to select a color value from a color selection field after visual inspection.

Figure 16 be done as one of the stored color values, or as an RGB colorcode without a # (see Figure 5.5).

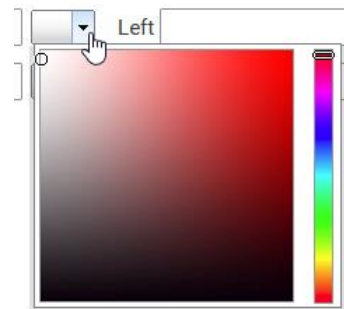


Figure 17 Color Selector Box

### Form Range: Background

The information in the section *Background* affect only the "box area" of the respective style. The background color !BrandPrimary(95) (a very light blue), i.e. only applies to the dimensions of the corresponding style.

#### Background

Background Color: !BrandPrimary(95) [dropdown]

Background Image:  additional.png [dropdown]  [text field]

Background Repeat: [dropdown]

Background Attachment: repeat, repeat-x, repeat-y, no-repeat [dropdown]

Background Position: [dropdown] [text field] px [dropdown] Vertical  [text field] px [dropdown]  top [dropdown]

Figure 18 Defining Background

As a background image, you can select one of the graphics from the pool described in the "Images" section via dropdown. Depending on the size, this can then fill the entire background area, or be inserted as a kind of logo. It is important, especially for smaller graphics, to specify the repetition effect. By default, "repeat" is stored, so that the background image is displayed many times over. If the graphic is to be displayed only once, select the

"no-repeat" option. If you want to get a kind of border, you can achieve this either in the horizontal direction with "repeat-x" or vertically with "repeat-y".

A behavior (hidden by the dropdown in the figure) can be assigned to the background. There are two options to choose from:

1. Fixed
2. Scroll

This allows a background to be defined as Fixed or Rollable . The prerequisite, especially for browsing, is an appropriate size of the graphic or filling.

The background can be positioned horizontally and vertically, starting from the edge of the corresponding page element. An example of this are the arrow graphics of the accordions, which have been positioned in the head of the accordion, slightly inwards.

### Form Region: Positioning

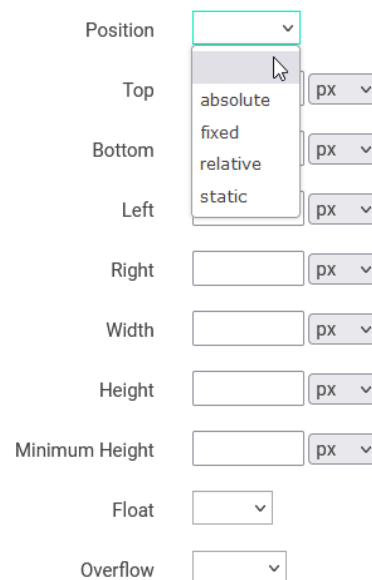
The styles can be used to determine the position of a page element to the page on which it is displayed, can be influenced.

Reasonprerequisite is to choose one of the options to the position. Only then do all other information take effect, e.g. for the values for top, bottom, left or right.

The meaning of the position values are:

- absolute: Detached from the flow of the text, at the position defined by Up, Down, Left and Right.
- fixed: rigidly aligned with the viewing area. The top, bottom, left and right specifications define this point accordingly.

#### Positioning



Position

Top  px

Bottom  px

Left  px

Right  px

Width  px

Height  px

Minimum Height  px

Float

Overflow

Figure 19 Positioning

- relative: reference point for absolutely positioned child elements.
- static: The element is in the text flow.

The element can also be assigned a fixed height and width, as well as an amount for the minimum height.

The information for the flow of the element defines the direction. Either left or right. If the height is defined, it can happen that (additional) elements or texts contained exceed this value. Then the overflow regulates the behavior of the content.

- visible: The content can be displayed.
- hidden: The content is no longer displayed.
- scroll: Further content can be displayed via a scroll bar.
- auto: The size adapts to the content.

### Form Section: Special

In the *Special* area, additional behavior can be assigned to the element. The information is mainly to be seen in connection with the hover effect and the media queries.

The opacity of an element can be minimized, e.g. during mouseover.

With Transform, an element can be rotated by 90°, 180° or 270°.

#### Special

Opacity

Transform

Transform-Origin Horizontal   px  Vertical   px

left  top

Cursor

Clear

Figure 20 Special Section

## Form Region: Custom

Under further CSS rules can be freely Style specifications can be entered. This depends on the element of what additional instructions are needed beyond the standard.

### Custom

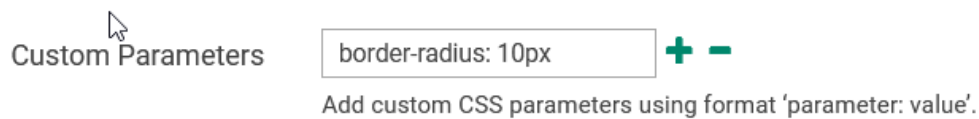


Figure 21 Custom style adjustments

The shown directive `border-radius: 10px` leads to rounding of 10px of the border, e.g. around an en block or the head element of an accordion.

For more information on CSS statements, see: <https://wiki.selfhtml.org/wiki/CSS/>

## Info & Contact

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