CONTAO OPEN SOURCE CMS

ENGLISH



www.friendsforeverzimbabwe.com







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Deart client,

the following notes are to be used as an assistance for the proper work with the Contao Open Source CMS.

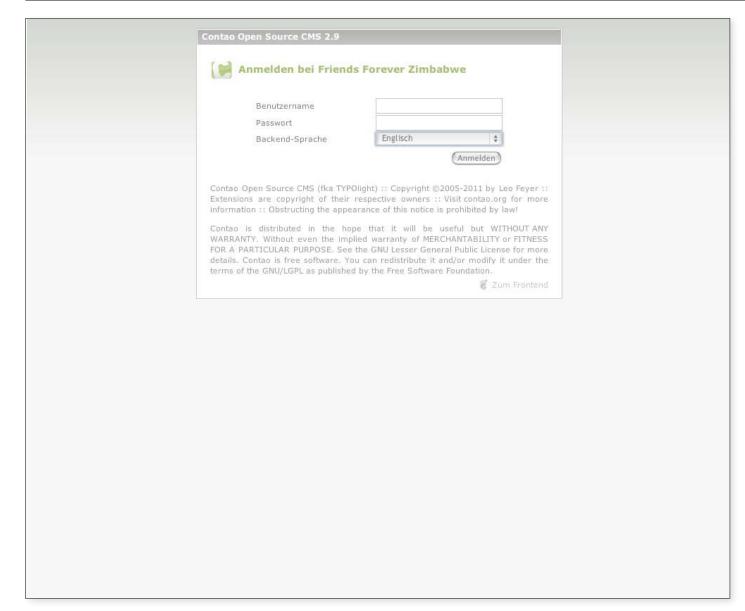
In order to alleviate the handling of the User-PDF all words marked blue within this PDF are links or external web-links. So you may easily switch to a certain topic, open a web-site or go back to the content-overview.

12 Icons & Symbols

13 Caption-Sizes

14 Contact & Service

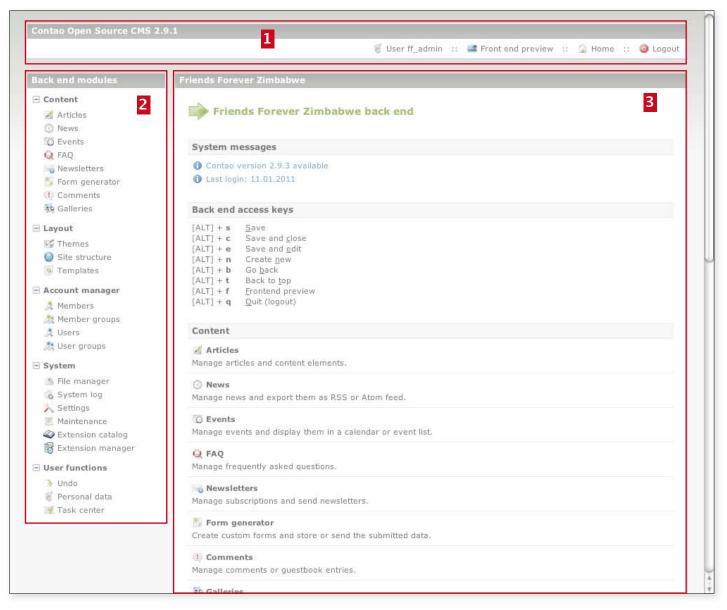
LOGIN



Please log in right here www.friendsforeverzimbabwe.com/contao with your user name and password.

Take good care of your access data and do not show it to anybody else!

You also have the possibility to change the backend-language here.



1 Information Bar

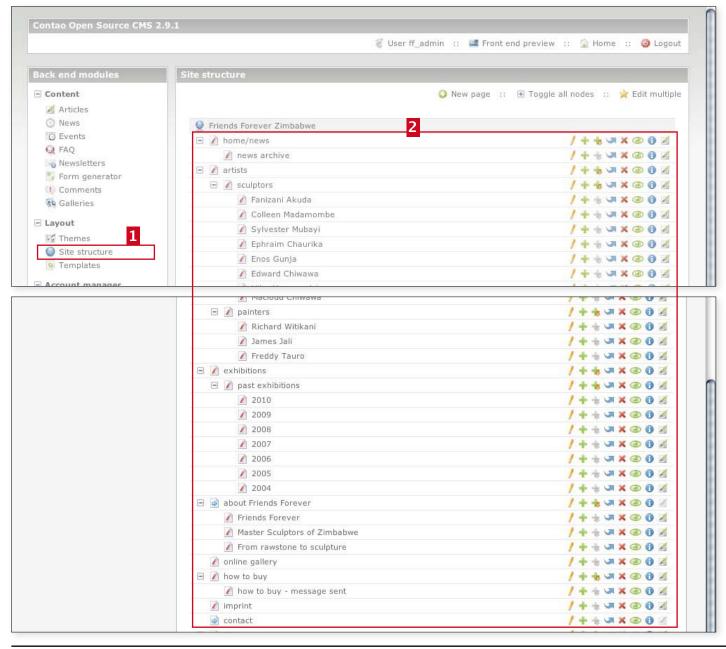
From here you have quick access to your profile, the website-preview, can get back to the main page and may also log out.

2 Navigation Area

Here you get access to all CONTAO modules.

3 Operational Area

Accomplish detailed actions like – for example – generating and editing an article.



1 Site Structure

Click here to go to the site structure.

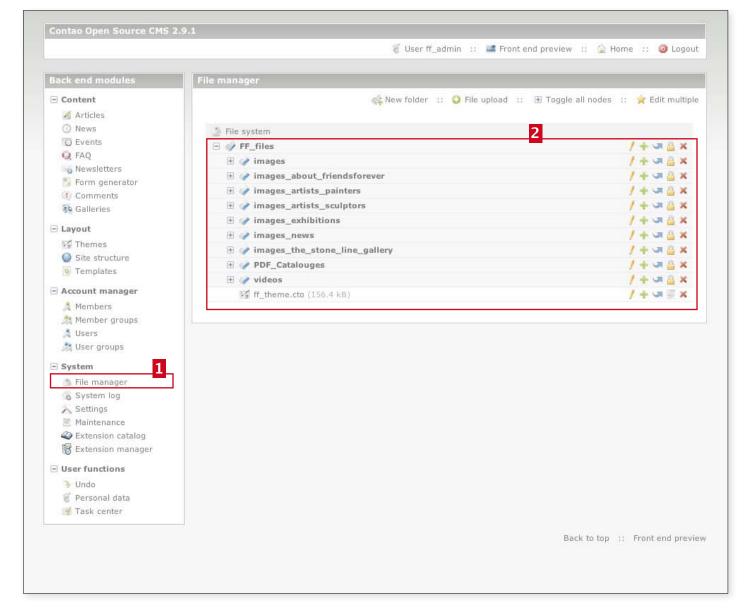
2 Overview of Site Structure

In this screen you find all existing sites – hierarchically structured. All sites that you see here in the backend will be shown on your website.

Indented sites like for example "Fanizani Akuda" are particular underparts, in this case assigned to the site "artists > sculptors".

You also have the possibility to add, move or delete sites here. Please be very careful using these functions, because in the last resort you may irrevocably delete a site and all its contents!

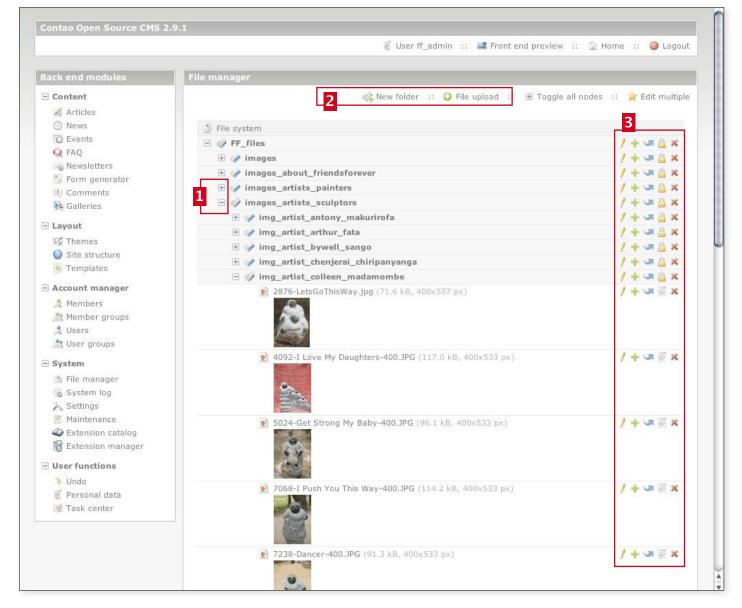
IN GENERAL



- 1 To access the file system, click on "File Manager".
- 2 You'll find a ready-made file structure containing all data relevant for the website, for example: photos of artwork or artists, the PDF-catalogues, videos of interviews as well as graphics for buttons and icons.

Please be very careful with moving, deleting or editing data!

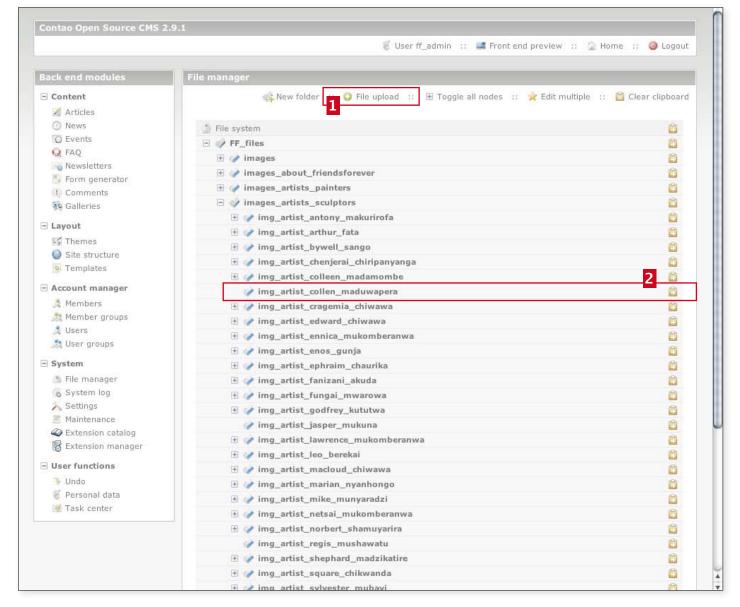
FOLDER STRUCTUR



- To open or close the subfolders simply click on the small plus- and minus-symbols .
- 2 Attach new folders and upload files here.
- By clicking the small icons and symbols in the column on the right hand you will be able to execute further actions like:
- duplicating folders/files 🕂
- moving folders/files
- deleting folders/files 🔀

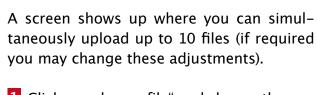
In the chapter "icons & symbols" you'll find an overview with detailed comments for the icons and symbols.

FILE-UPLOAD

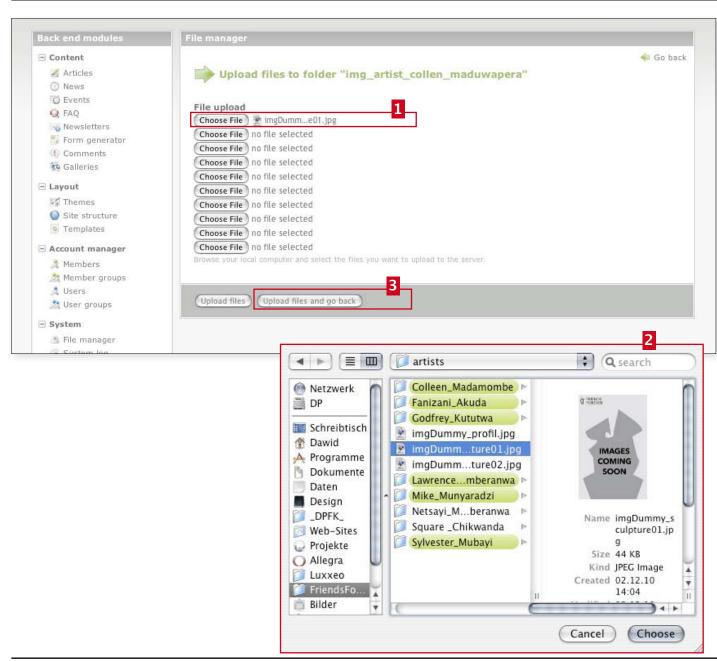


- 1 Click on "file upload" to upload a new file like for example a new artwork photo.
- First you choose the folder to put in the file. You do this with the clipboard-symbol

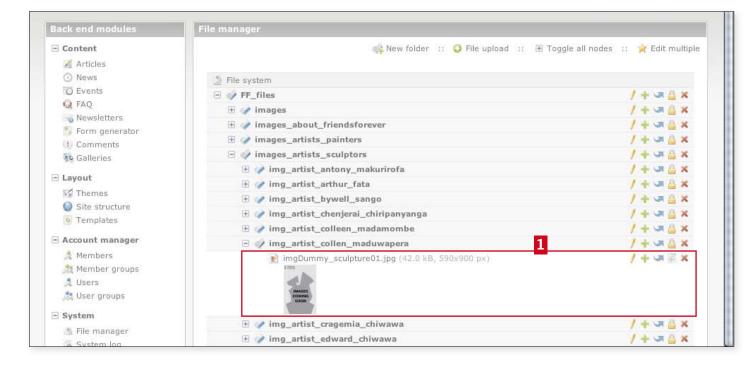
FILE-UPLOAD



- 1 Click on "choose file" and choose the appropriate file on your computer 2.
- 3 Click on "upload files and go back".

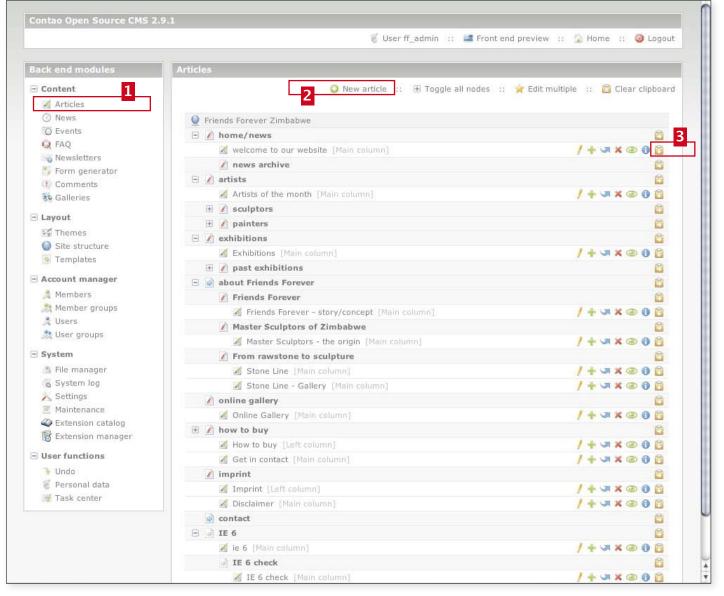


FILE-UPLOAD



1 Now the uploaded file is placed on your server and may be used on the website.

IN GENERAL



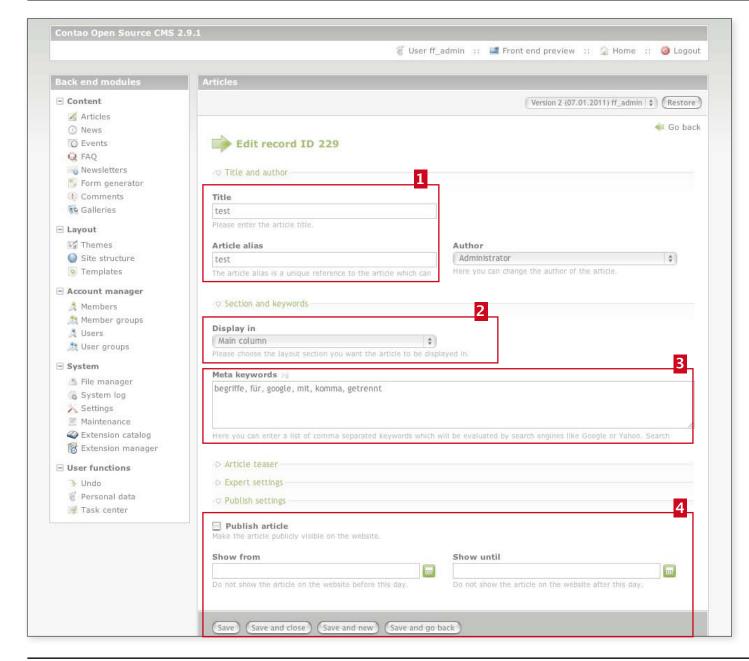
Articles can be generated containing different elements like text, picture or a gallery. Therefore they are the main instruments when it comes to managing the site contents.

In order to generate a new article it is recommended to copy a similar, already existing article, paste it in the favoured position and then edit the contents!

However we are going to generate a new article altogether now.

- 1 Click on article
- 2 Now choose "New article"
- Then choose the site and site-position for the article to be placed with the clip-board-symbol . In this case we choose the "home/news"-site right under the "welcome to our website"-article.

ATTACHING



- 1 Enter a "Title" and an "Article-alias" (so that the system may allocate the article).
- 2 Choose the column for the article to be displayed. In most instances you choose the "Main column".
- Here you may want to enter meta keywords of high relevance linked to google. Please do not use more than 20 keywords, a quentum of 10 to 15 significant keywords works best.
- 4 Apply the "Publish article" check mark, then you may "Save and close". You may also enter a start— and end date as an option.

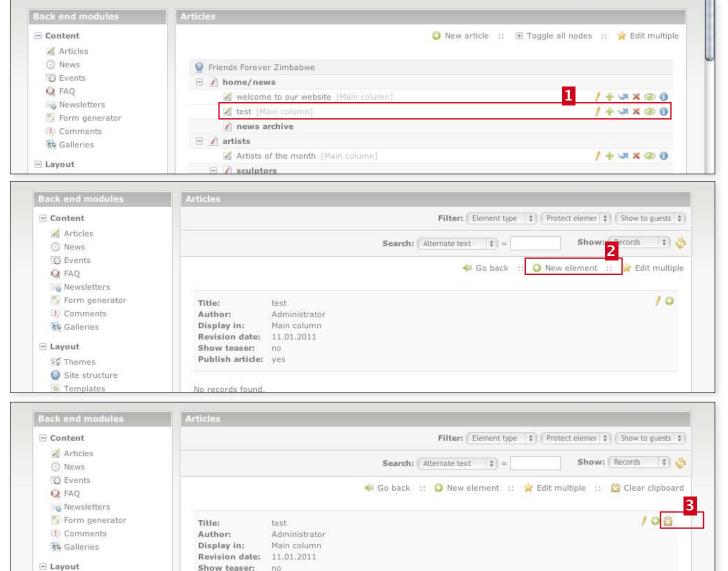
Now the article is ready

- however the contents are still missing!

PASTING AN ELEMENT



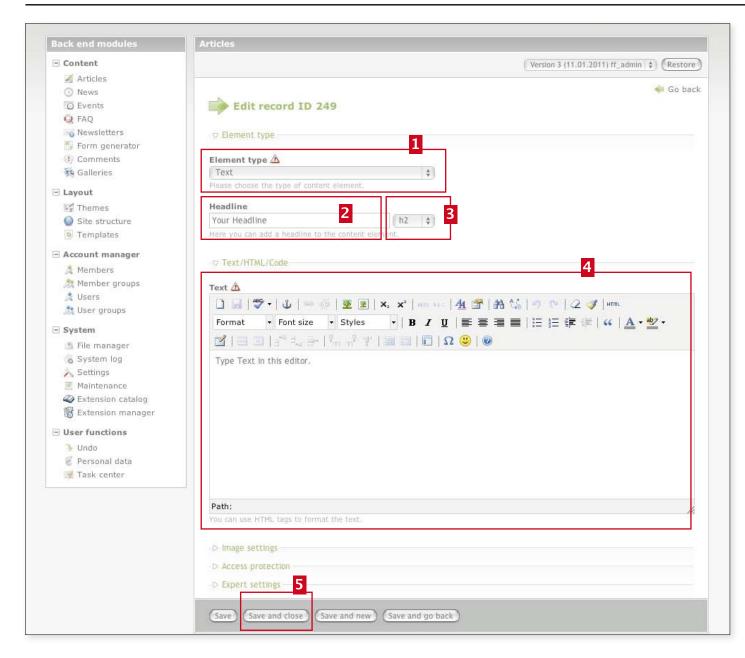
- 2 Now choose "New element".
- Then choose the destination of the element with the clipboard-symbol .
- 4 This destination will be the position holding all the elements that are composing the article.



Publish article: no

No records found.

Themes
Site structure
Templates



GENERATING AN ELEMENT

- 1 First you choose the "Element type". The system offers different possibilities. In this case we choose the TEXT "Element type".
- 2 Enter a headline and
- 3 choose the headline size.
- Paste your text in this position using an editor. Most of the symbols are self-explanatory and well-known from other programs.
- Now we choose "Save and close". The article now has some content: a text.

- Content

Articles

News

O Events

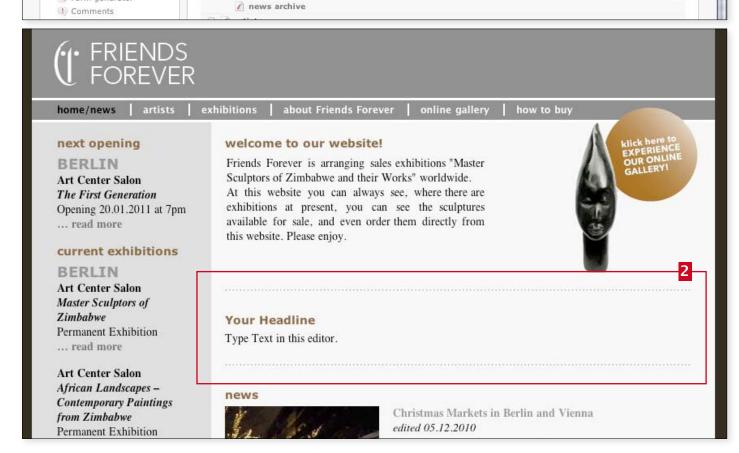
Newsletters

Form generator

FAQ.

GENERATING AN ARTICLE

User ff_admin : Front end preview :: Home :: Logout ticles New article :: Toggle all nodes :: Helit multiple Priends Forever Zimbabwe New article :: Toggle all nodes :: Helit multiple test [Main column] Test [Main column]



FRONTEND-PREVIEW

- 1 Click on "Front end preview"
- 2 to check if the results are the desired ones.

To subsequently edit an article click on the pencil-icon , then pilot the chosen article and update the contents in the familiar screen.

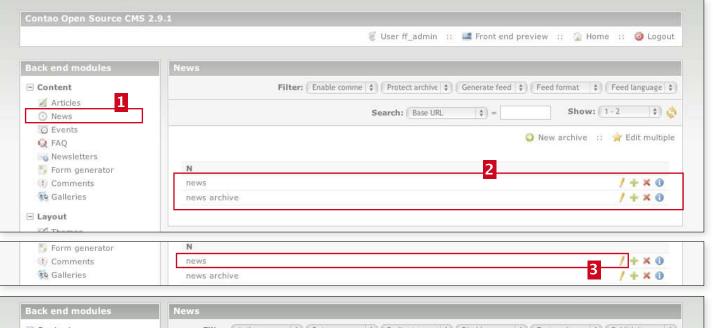
IN GENERAL

In order to administrate the FriendsForever-News you have to go to the News-module. Here you will have the possibility to generate news and move old news to the "news archive".

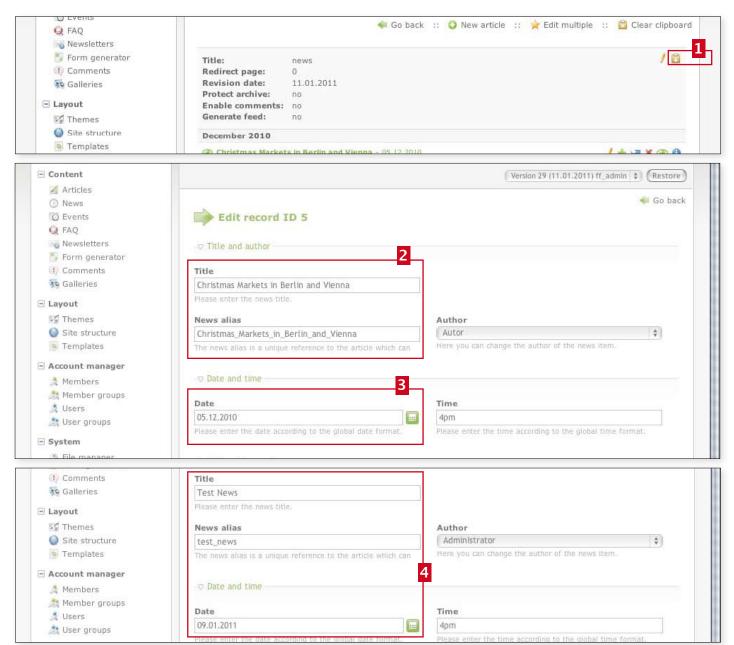
- 1 Click on "News"
- to get to another "news" (actual news) und "news archive" (old news) selection.

GENERATING NEWS

- Click on the pencil-symbol / located in the "news"-column to switch to the editing mode.
- 4 As you can see now, there is one news posted in the actual news.
- 5 By using the plus-symbol we will now duplicate the news to generate a new news out of it..







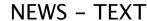
GENERATING NEWS

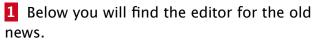
1 By using the clipboard-symbol we can again choose where to place the element.

After having finished this step we will be directly forwarded to the editing modus for the news actually being edited.

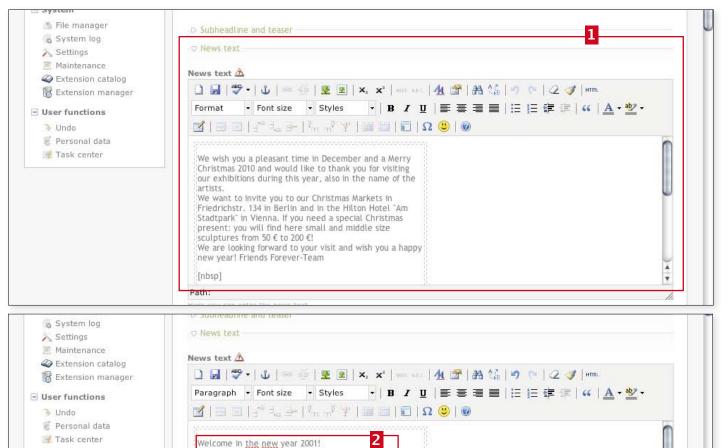
Here we proceed as normal, which menas, we paste the "title" and a "News alias" ein.

- Then we have to update the calendar date which can be done manually or by choosing a date from the small calendar . The time however is not of any importance in terms of the "news" because it won't be displayed in the frontend.
- We will just be using "Test news" (concerning the title and alias) and 09.01.2011 (concerning the date) as for our example.





We will write down the new news-text there while paying attention not to leave the grey and dotted frame 3. This frame is used to make the news-text stay fixed in a block no matter how long the text will be and to additionally paste a picture along-side.



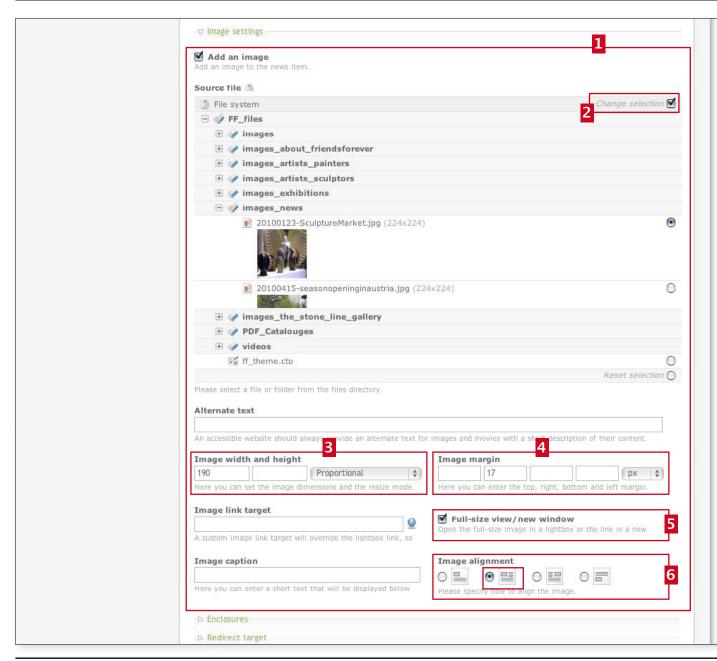
This is a test-news an a exemple-image.

Friends Forever-Team

Berlin - Art Center Salon Friedrichstr. 134, 10117 Berlin open Tue to Sun 11am to 7pm

[nbsp] Test Openia

Path: p



NEWS - PICTURE

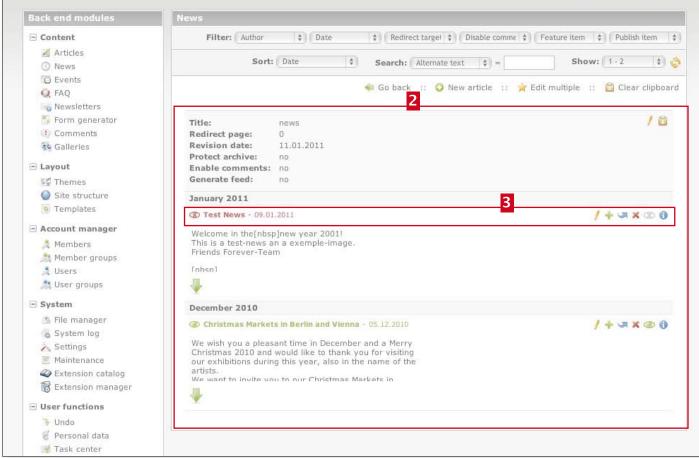
- 1 Underneath the text-editor you will find the "image-settings".
- 2 By clicking on "Change selection" a precreated file structure is being swinged out. Here you may find all the important files like photos, videos, or PDF-catalogues. This is where you choose the photo compatible to your new created news.

Go to file system to get detailed informations.

The advantage in duplicating old news is that most of the settings are being transferred. Anyway – you should always check on the settings once more!

- Choose a magnitude of 190 for the "image height and width" and put the selection on "Proportional".
- 4 The "image margin" on the right hand is always fixed with 17 px according to the text.
- The "Full-size view/new window" check mark should always be applied.
- The "image alignment" concerning the news is always on left hand that means the second selection point.





PUBLISHING NEWS

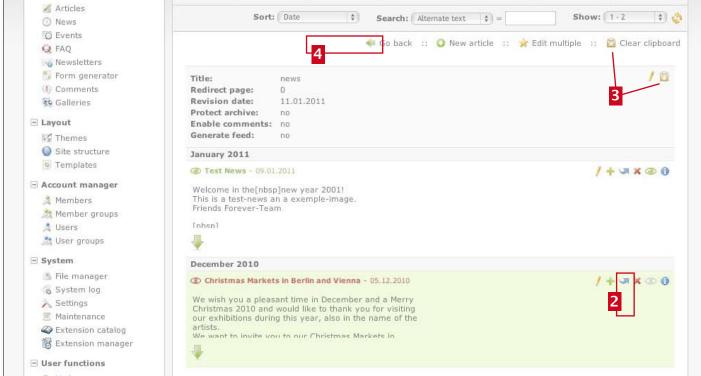
1 Now we may instantly publish, save and close the new news. You should also work with a start- and end-date here.

In our example we will be publishing the news later on.

MOVING OLD NEWS

- 2 After having saved you can now see the old and new news.
- The new news is being marked red and the eye-icon is set inactive.

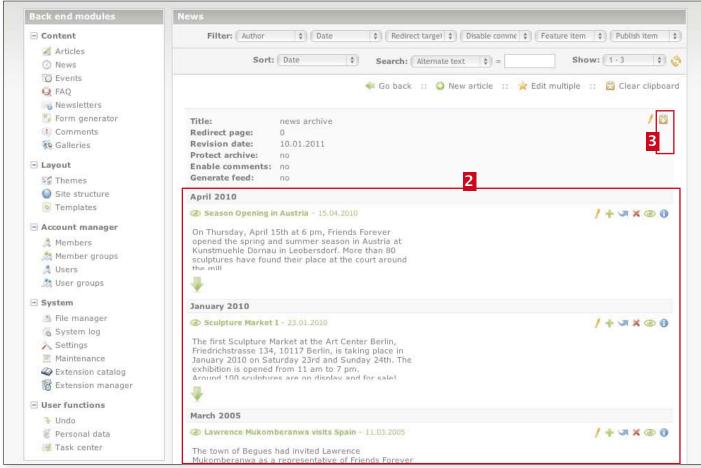




MOVING OLD NEWS

- By clicking the eyeicon you can easily publish or deactivate the news on this level. This also applies to articles, exhibitions and other modules.
- Now you just move the old deactivated news by clicking the blue arrow-symbol .
- Immediately those well known clipboard-symbols appear. Use them to choose where to put the old news or to empty the storage and therefore cancel the action.
- 4 In this case you'll first have to go back one level to get to the "news archive".

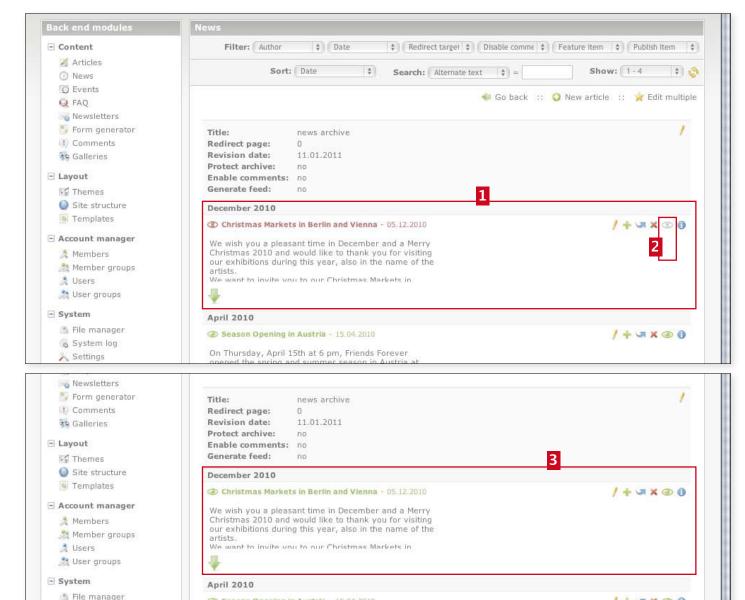




MOVING OLD NEWS

- Again you will get to the selection between "news" (actual news) and "news archive" (old news). Click on the pencil-symbol / placed in the "news archive"-column to get to the editing mode.
- 2 Here you will find by now the old news automatically sorted by date.
- Click on the clipboard-symbol in order to paste the old news.

/ + U X @ 0



Season Opening in Austria - 15.04.2010

On Thursday, April 15th at 6 pm, Friends Forever

opened the spring and summer season in Austria at

MOVING OLD NEWS

- 1 This old news is now located in the "news archive".
- By clicking the inactive eye-icon you may publish the news. Then you will see the changed status right here 3.

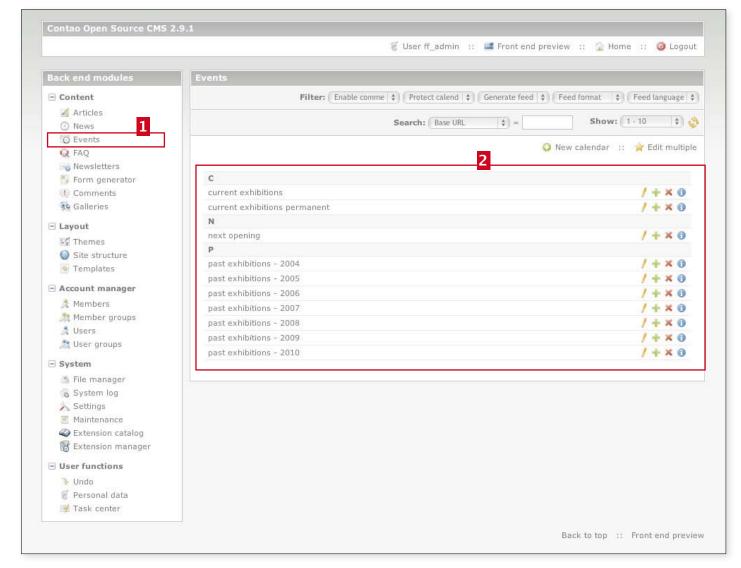
The hereby shown moving of old news also applies for articles, exhibitions and other modules.

System log

Maintenance

Settings

IN GENERAL

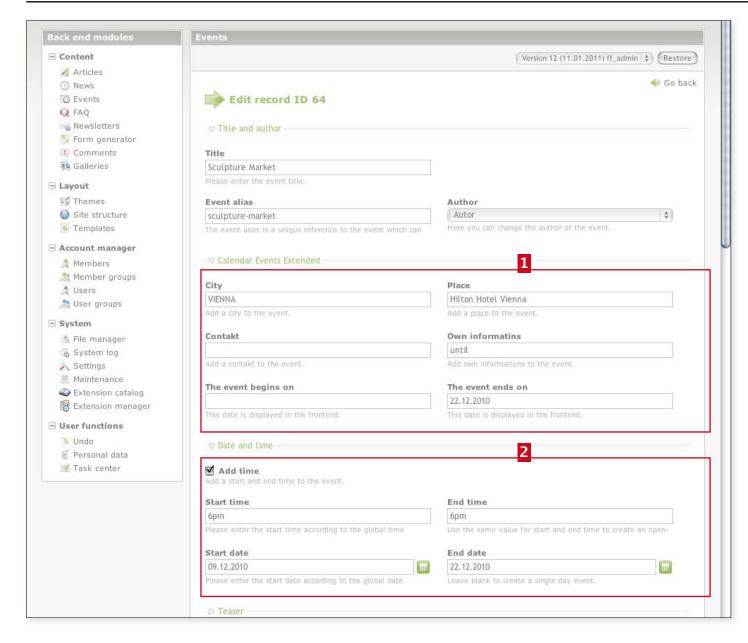


You may manage the FriendsForever-Exhibitions with the events-module. Here you get to generate and edit new exhibitions as well as moving old exhibitions to the "past exhibitions"-register.

- 1 Click on "Events"
- and you will be directed to another selection between "current", next- and past-exhibitions and accordingly openings".

On the whole the handling of the "event-module" is similar to the handling of the "news-module". Of course there are some differences which will be explained on the following pages.

DETAILS

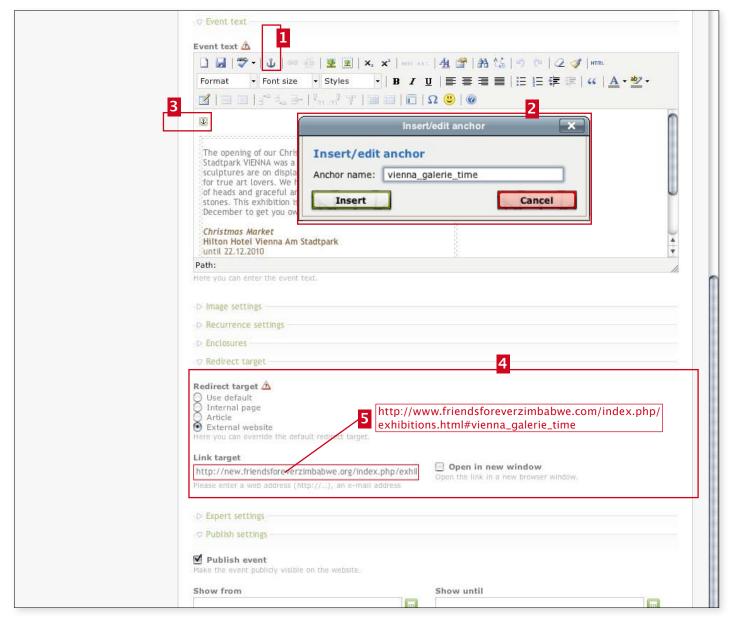


Again by using the pencil-symbol we can switch to the editing mode. In this case it is "current exhibitions" > "Sculpture Market in Vienna".

You may now see the similarity between this screen and the news- or article screen.

- In addition you will have the possibility to enter a city, place, contact, additional infos and a start- and end-date.
- This date- and time-data will not be presented in the frontend. They provide sorting and structuring the backend and must be completed!

TEXTUAL ANCHOR



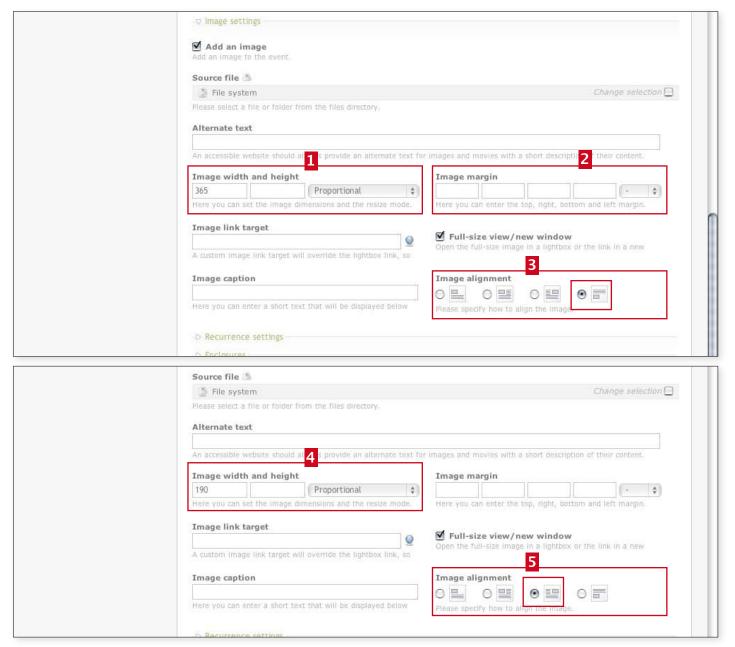
As the exhibitions-site consists of multiple entries it just makes sense to work with anchors in order to directly get to the designated entry..

For this purpose click on the text-frame in the editor with your mouse-cursor. Then click on the small anchor-symbol 1. Now a popup-screen 2 is being opened. Please enter a reasonable name – in this case "vienna_galerie_time" (do not use any space characters). Push the "insert" button in order to close the popup-screen. By now the text-anchor 3 has been created in the editor.

Now it is time to link the anchor. 4 Go to "redirect target", select "External website" and enter the URL of the "exhibitions-site + #anchor_name" to the "Link target" 5 (do not use space characters and write down in one line).

Now the text-anchor is finished.

ADDING A PICTURE

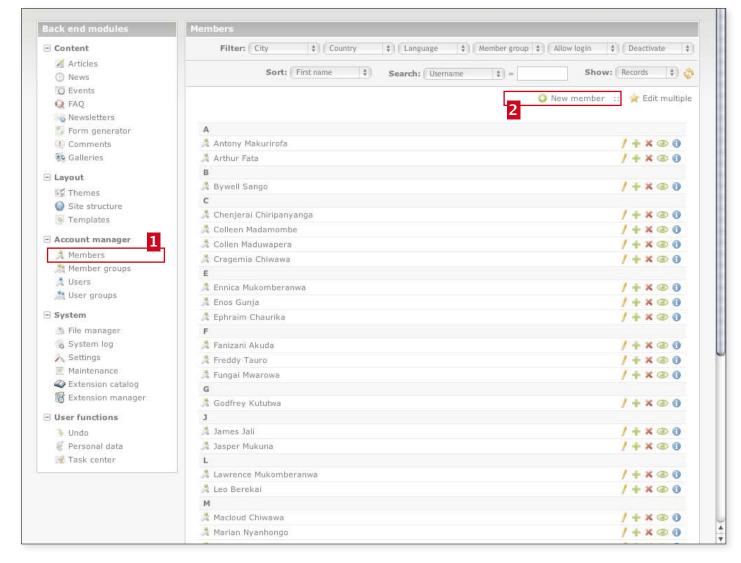


Similar to the news-articles we will now include an image to the exhibitions-article.

The difference is that now you may choose between placing the image in landscape format or panel format.

- 1 Using the landscape format please choose an image width of 365 px. Do not insert any magnitude to the image margin 2 whatever format you want to use (landscape or panel format). Choose the fourth option with the image alignment 3 (within that image underneath the text).
- 4 Using the panel format choose an image height of 190 px. Choose the third option with the image alignment 5.

IN GENERAL

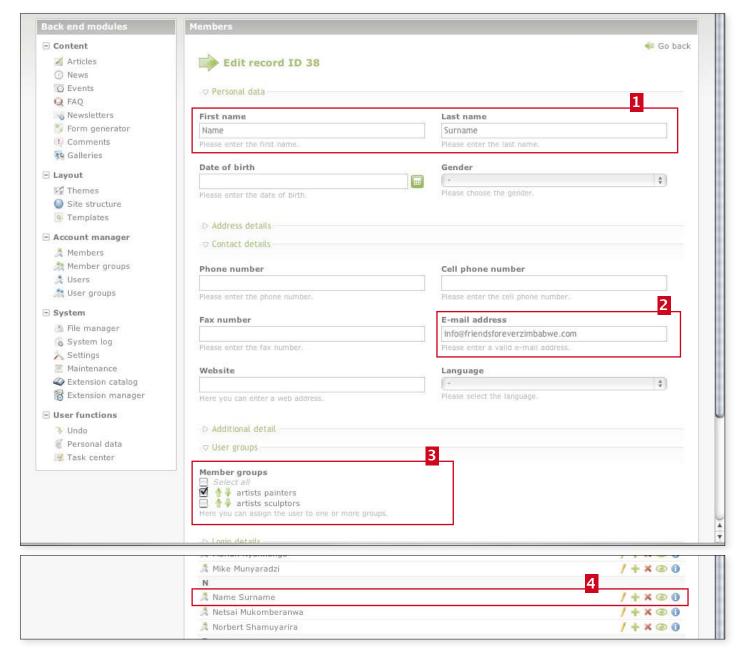


The artists and their artwork certainly are the core of this website and one of the more complex modules. Since you are already capable of generating and managing articles, news and exhibitions you will easily find your way through this module.

ATTACHING AN ARTIST

First of all we're going to generate an artist. For that purpose click "Members" 1. A list of already generated artists appears now. Click on "New member" 2 in order to generate a new artists.

ATTACHING AN ARTIST



A screen to manage miscellaneous specs referring to the artist is being opened. The most important fact for us is the artists name 1 and the member groups 3. In our case it is simply the "Name Surname" in the member group "artists painters". This will help us referring an artist to a specific artwork.

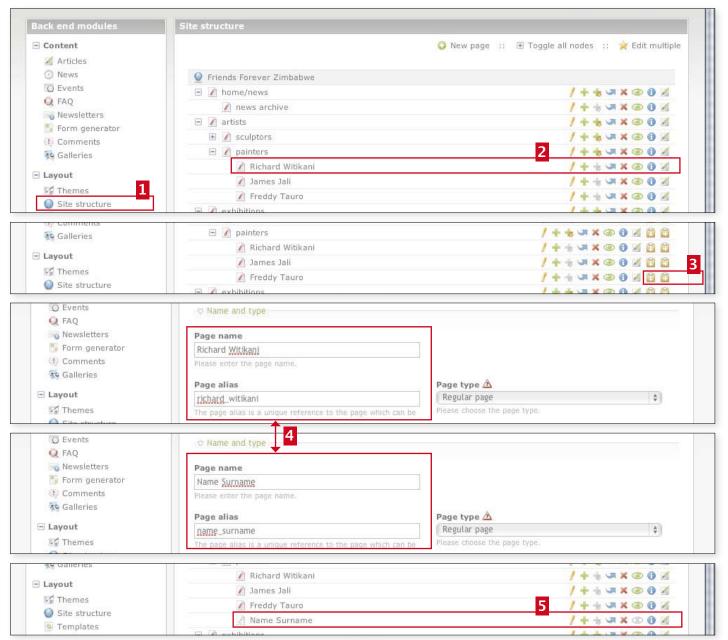
The "E-mail-adress" 2 is mandatory. Here you may enter for example "info@friends-foreverzimbabwe.com".

If you like to you may enter additional informations concerning the artist. This info will basically help you manage your internal administration and will not be displayed in the frontend.

Now just "Save and close" the screen and you will find the new artist "Name Surname"

4 within the members.

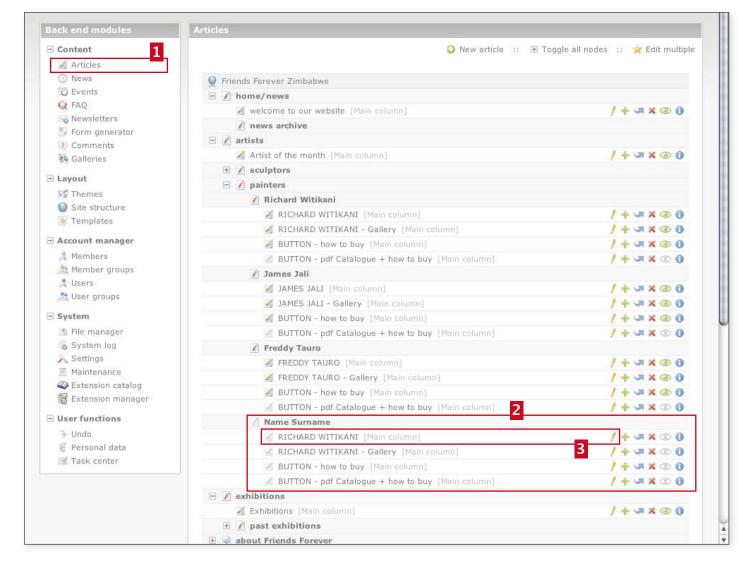
ATTACHING AN ARTIST-SITE



Next click on the "site structure" 1 and duplicate an already existing artist pages 2 with the green plus-symbol reasonably taken from the "painters"-group.

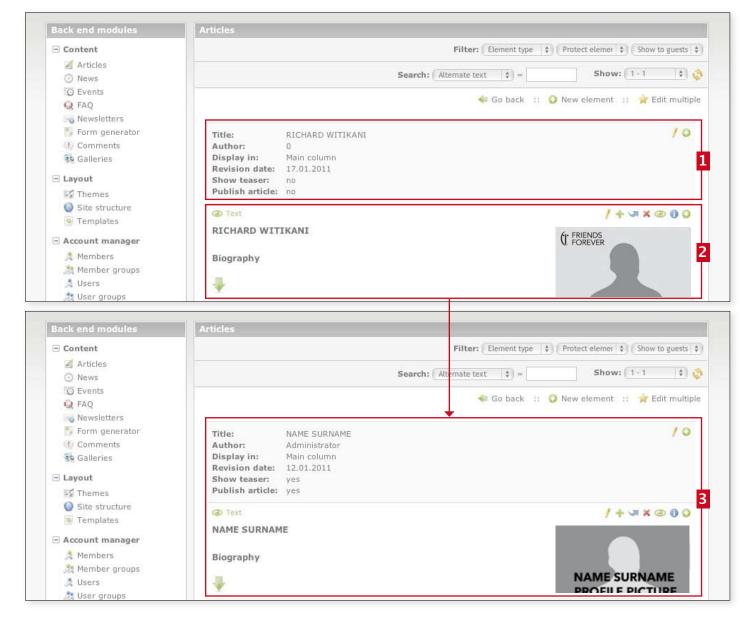
- Click on the clipboard-symbol paste the new site.
- 4 Overwrite the old artist name with the new name within the editing screen. Save and close the screen to have a look on the new artist page within the site structure 5. The site should stay inactive until we have completely finished the "attaching an artist and a gallery".

ARTIST BIOGRAPHY



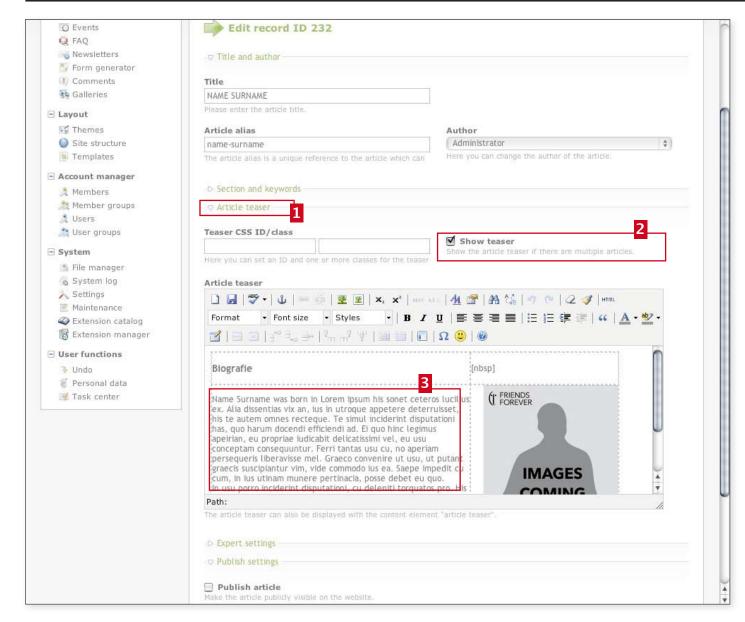
- 1 Click on "article" to work on the content.
- 2 The new attached artist page is being shown here but it still has the old content.
- In order to edit the artists biography click on the pencil-symbol /.

ARTIST BIOGRAPHY



Similar to the chapter "generating news" we are going to replace the old captions, texts and images within the 1 article-header and the 2 article-element with our current contents 3.

BIOGRAPHY-TEASER



If the biography-text is very long you should create a teaser from that text (meaning the first lines of the bio). You may end a sentence with "..." and then there will follow a "read more"-link showing the whole text.

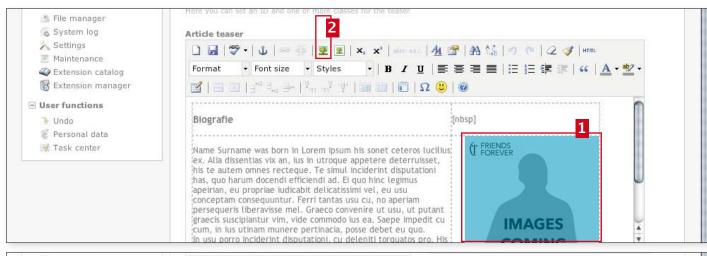
In order to generate such a teaser you will once again have to go to the editing screen of the article header.

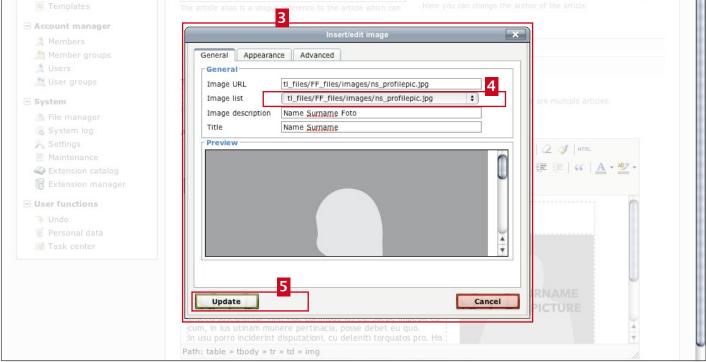
- Click on "article teaser" to swing out that area.
- 2 Apply the check mark next to "Show teaser".
- Now paste the afore copied text lines to replace the displayed dummy text.

BIOGRAPHY-TEASER

In order to paste the proper image we will have to follow some different steps now.

- 1 By clicking on the present place holder for the picture we do select the place holder.
- 2 Click on the small tree-symbol (this means paste/replace an image).
- Now a pop up screen is being released. Here you may select the actual image from your file system by using the dropdownmenu 4. The selected image is now being displayed in the preview screen as full-scale. Now add a short description and a display title to the image.
- 5 Click on "Update" to save the new image.





BIOGRAPHY-TEASER PICTURE

If the image is wider than 190 px - as displayed here > 1 - we will have to fix it. Click on the small HTML-symbol 2.

Now a larger popup-screen with a html-code is displayed. Don't be afraid, you won't have to become a software engineer.

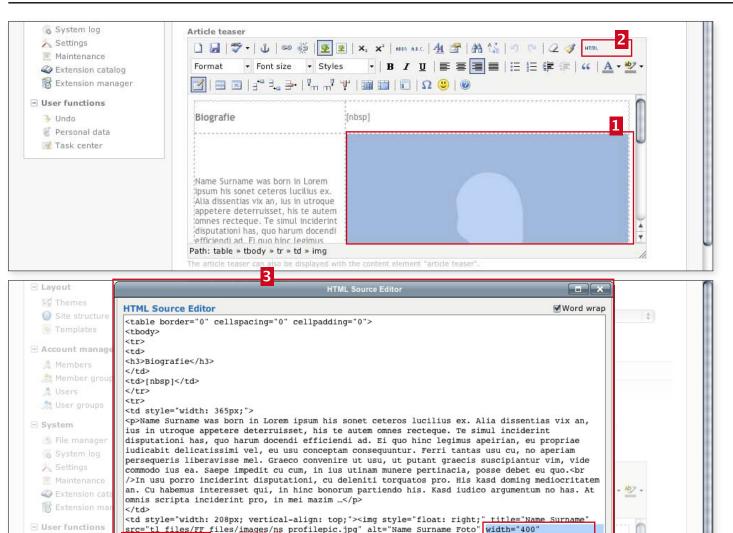
Certainly you will recognize the biographytext within the symbols and commands. We will find the image-paste-area close to the end of the html-code.

We shall only be concerned with the specification of the 4 width="400" which has to be changed to width="190".

Then just delete the height-specification **height="442"** because this will automatically be scaled.

However it must be strictly observed that no other symbols or characters have been deleted!

6 Click on "Update" to save the changes.



><imq style="float: right;" title="Name Su</pre>

alt="Name Surname Foto" width="190" /><

Cancel

height="442" /26/td>

Update

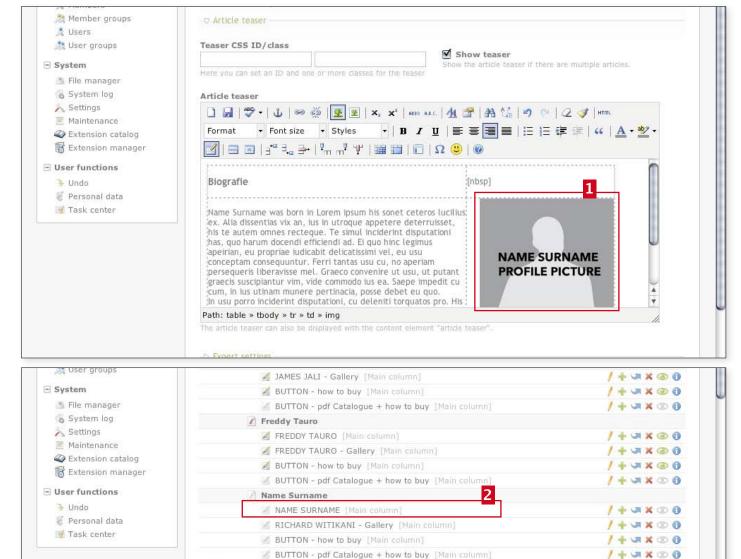
BIOGRAPHY-TEASER PICTURE

1 Now the image is in the right shape and the artist biography is completed.

Save and close the article. Now the updated article is displayed 2.

Still our new artist "Name Surname" is in need of a gallery with his artwork.

/ + UN X @ 0

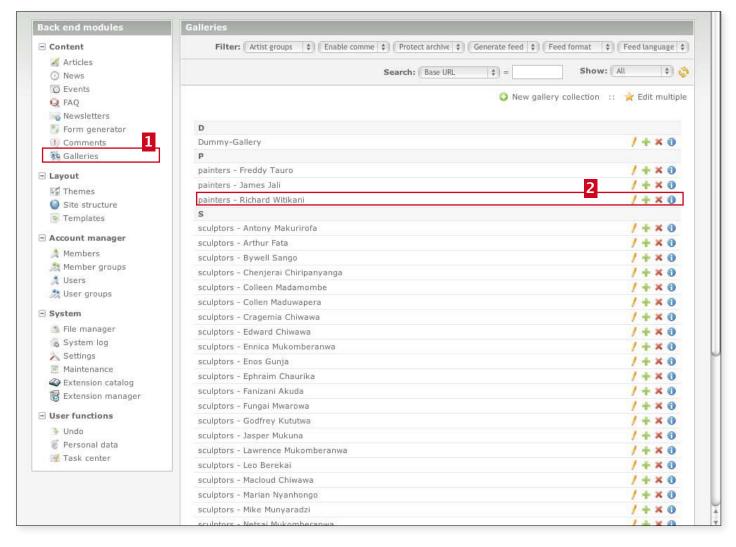


exhibitions

Exhibitions [Main column]

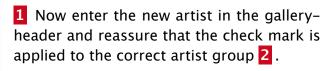
past exhibitions
 about Friends Forever

ATTACHING A GALLERY



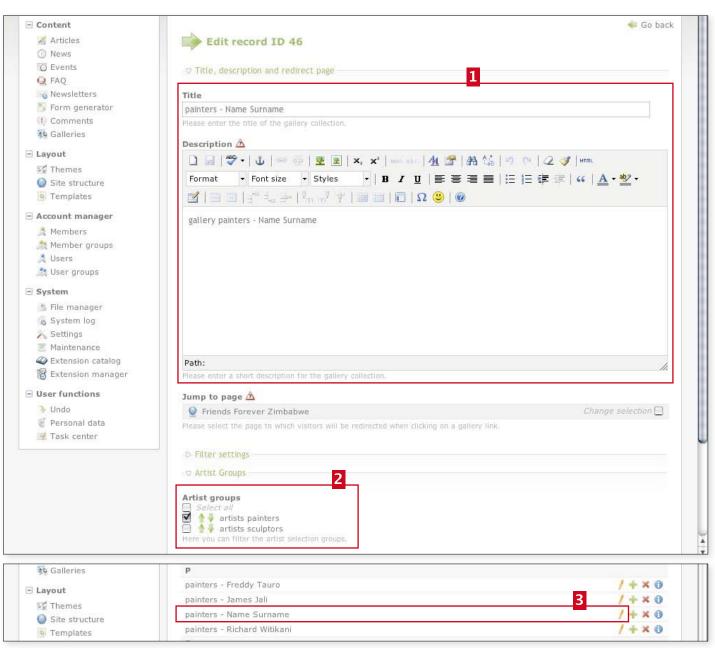
- 1 Click on "Galleries". Here you will find a list of all galleries.
- Now duplicate one of the existing galleries from the painters-group with the green plus-symbol.

ATTACHING A GALLERY

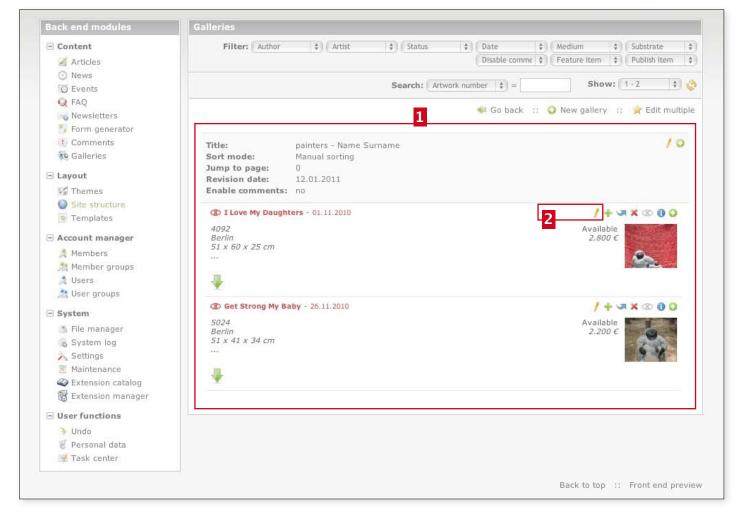


Now save and close the screen.

You will find the new gallery being displayed within the register. In order to reach the several artwork please open the gallery by using the pencil-symbol .

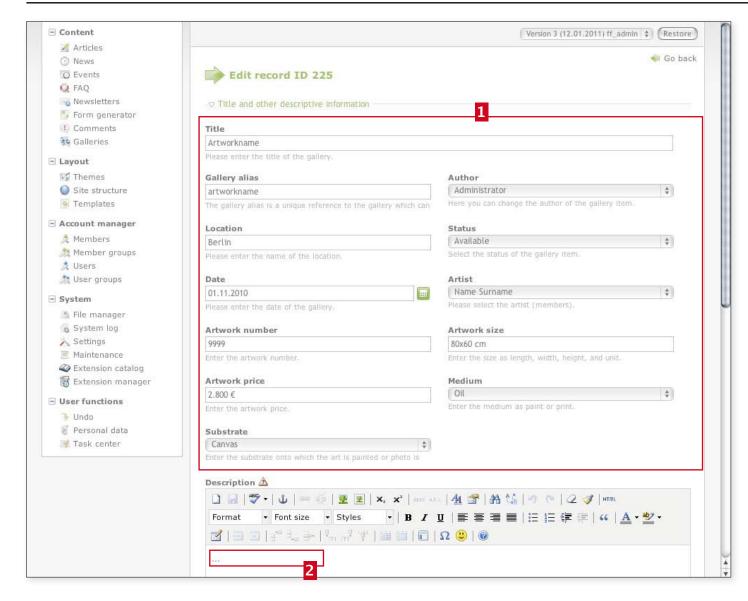


GALLERY - ARTWORK



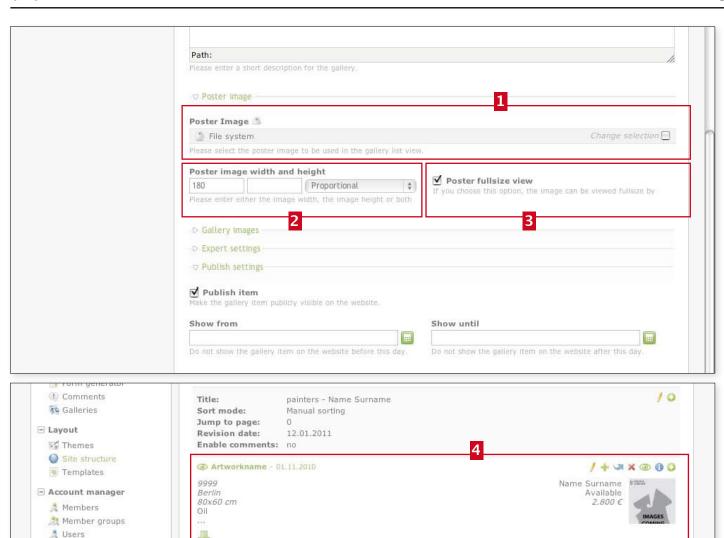
- 1 At present we can see two artworks from the duplicated artist.
- 2 In order to edit the artwork simply click on the pencil-symbol /.

EDITING ARTWORK



- 1 Within the editing screen you may now enter the basic data referring to the artwork (like the artist, the medium and so on).
- The "Description" is mandatory but will not be displayed within the frontend.

EDITING ARTWORK



Artworkname2 - 26.11.2010

9987

Berlin

90x120 cm Acrylic 1 Further down that screen you will find the "Poster Image" area. Here you may select the image matching the artwork from the file system.

All adjustments have been adopted because because of the duplication. However they must always be observed!

- The image width is to be 180 and the dropdown-selection is to be applied to "proportional".
- Apply the check mark saying "Poster full-size view".

Now just save and close.

/ + UN X @ 8 0

Name Surname

Available

5.000 €

This is how all the artwork is being edited. In this case 4 there are two artworks.

Juser groups

File manager

System log

Settings
 Maintenance
 Extension catalog

System

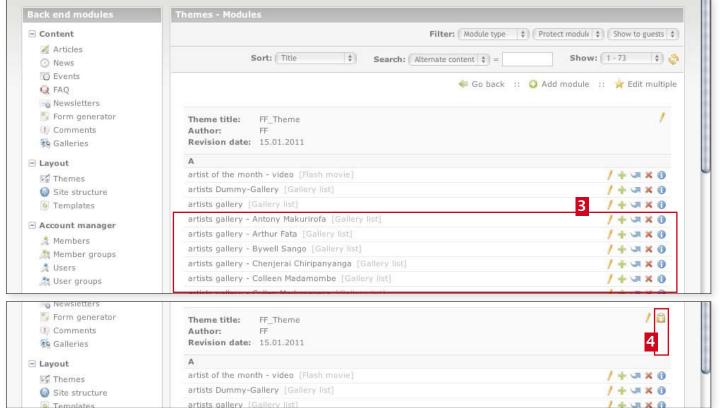
CREATING A GALLERY MODULE

The next step will be creating a module for the new gallery.

- 1 Click on "Themes" then click on the 2 small gearwheel-symbol (which means editing frontend-modules).
- Now you see a register presenting differnt modules. In the first place you will find the "artist gallery artist name" modules.

Simpply duplicate and paste one of these modules into the same register 4.



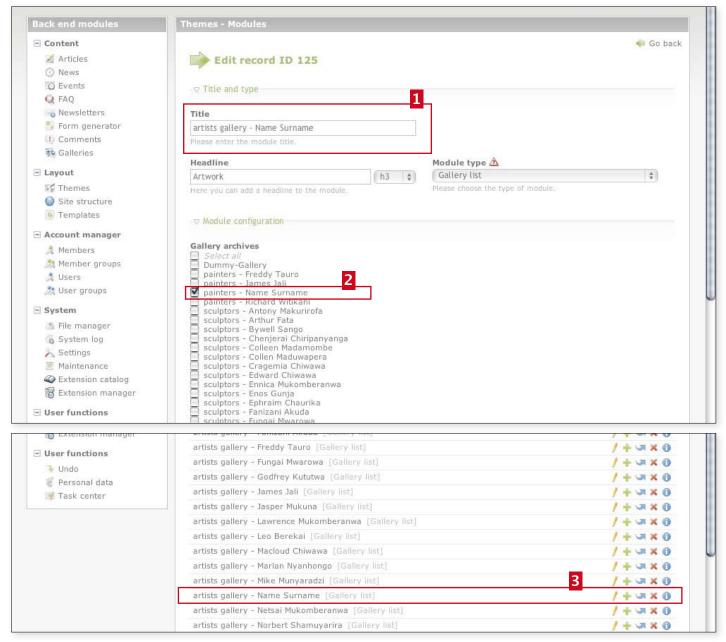


CREATING A GALLERY MODULE

Enter the actual artist name into the editing screen and

1 apply the check mark with the associated "gallery-archive" 2.

Save and close. Now the new gallery-module is being created 3.



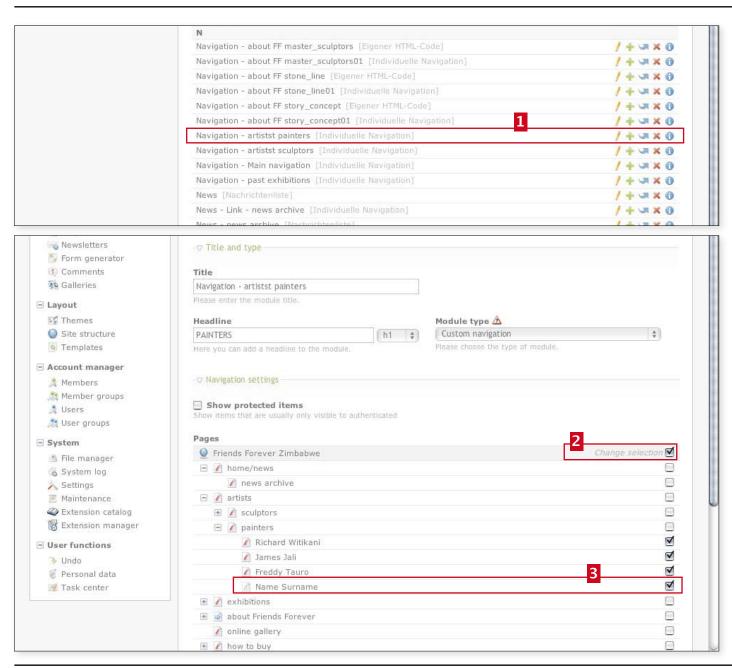
ARTIST-NAVIGATION

Further down the register you will find the navigation-modules.

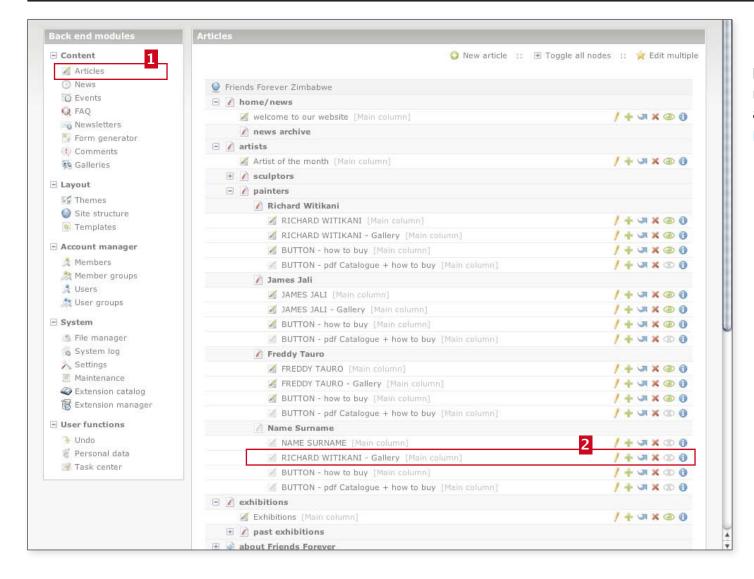
1 Click on the pencil-symbol / referring to "Navigation - artists painters" to establish the new artist.

Then choose "Change selection" (placed within the editing screen) 2 and apply the check mark referring to the new artist page 3.

Save and close.

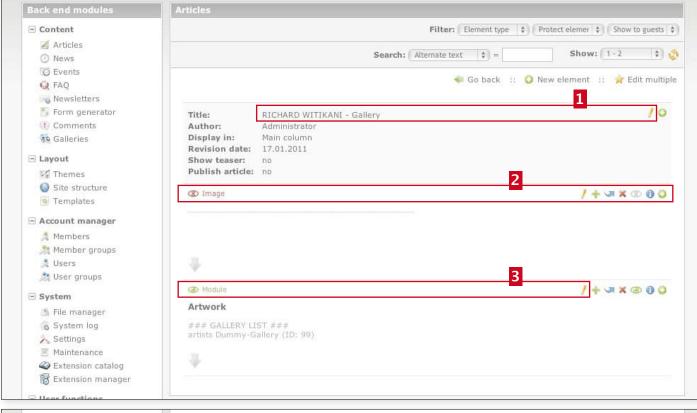


PUBLISHING A GALLERY



Now we will have to publish this new finished gallery. Head for the article-area and open the gallery-article by using the pencil-symbol .

PUBLISHING A GALLERY



- 1 Enter the proper artist-name into the article-header.
- The first article-element is deactivated (which is that dotted line). This will only be activated if the artist-bio contains a teasertext as it is in our case.
- The second article-element contains the gallery. To go to the editing screen simply click on the pencil-symbol. Then select the proper gallery from the dropdown-menu.

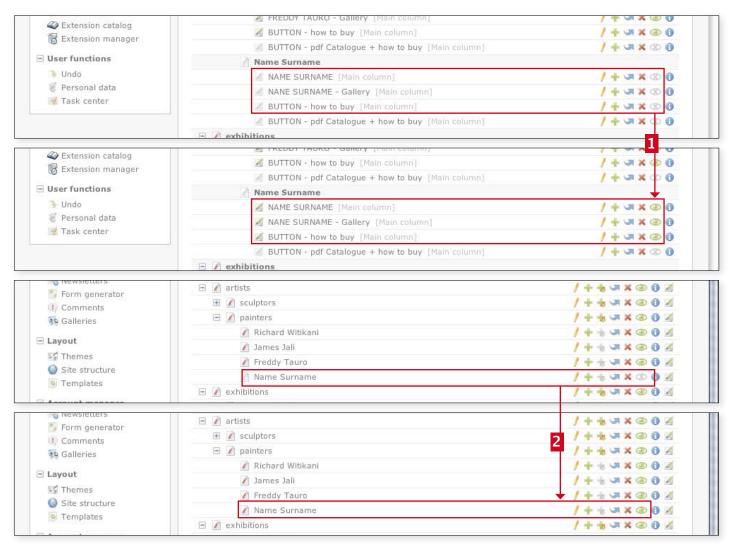
Save and close.



PUBLISHING A GALLERY

- 1 Now publish the biography-article, the gallery-article and optionally a button-article within the article-overview. You may choose between "BUTTON how to buy", or "BUTTON pdf Catalogue + how to buy"). This depends on the fact wether there is a n artist PDF-Catalogue or not.
- 2 Now publish this site within the site structure.

You did it.



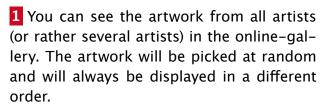
PUBLISHING AN ARTIST

Check on that new entry by using the frontend-preview.



ONLINE-GALLERY

IN GENERAL



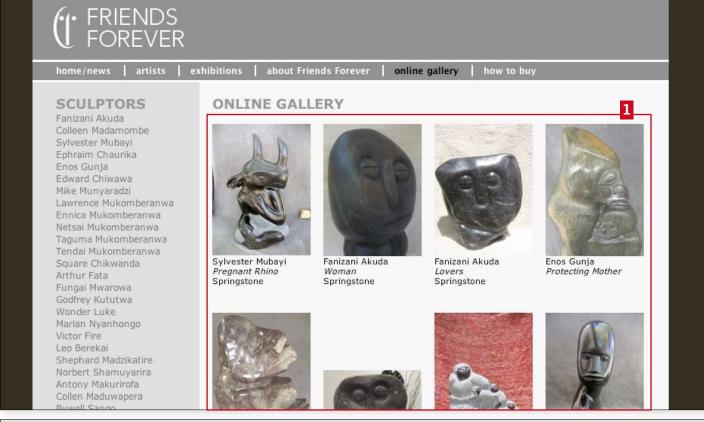
Now we will add the new artist "Name Surname" in place as a matter of course.

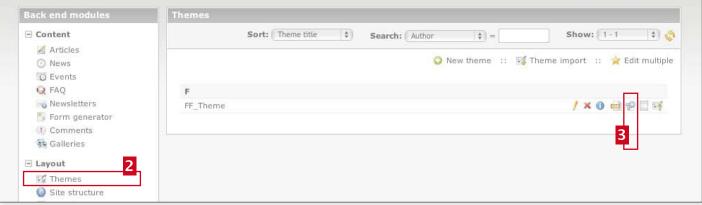


- 2 Click on "Themes", then click on the
- 3 small gearwheel-symbol frontend-modules).



(editing





- Content

Articles

News

O Events

Form generator

Comments

Galleries

Themes

Site structure

- Account manager

Templates

Members

- Layout

Q FAQ Newsletters Themes - Modules

Theme title:

Revision date: 15.01.2011

artists gallery [Gallery list]

Author:

Sort: Title

FF Theme

artist of the month - video [Flash movie]

artists gallery - Arthur Fata [Gallery list]

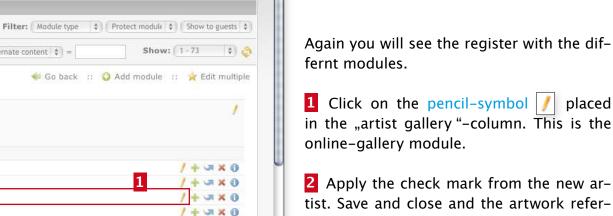
artists gallery - Bywell Sango [Gallery list]

artists gallery - Antony Makurirofa [Gallery list]

artists Dummy-Gallery [Gallery list]

ONLINE-GALLERY

ADDING AN ARTIST



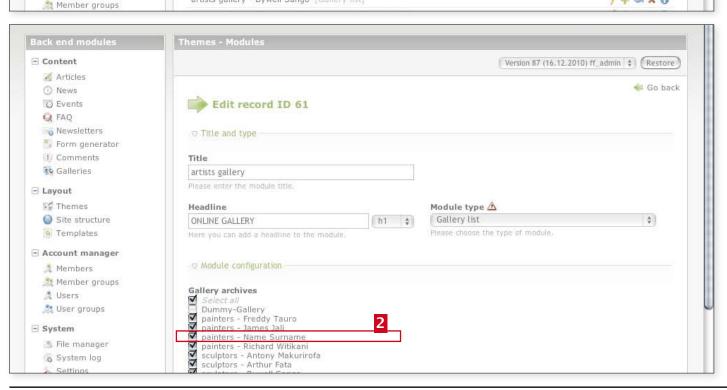
Show: 1 - 73

/+ JX 0

1 + VIX 0

1 Click on the pencil-symbol //

2 Apply the check mark from the new artist. Save and close and the artwork referring to the artist "Name Surname" will also appear in the online-gallery.



Search: Alternate content | =

Extension catalog

- User functions

Personal data

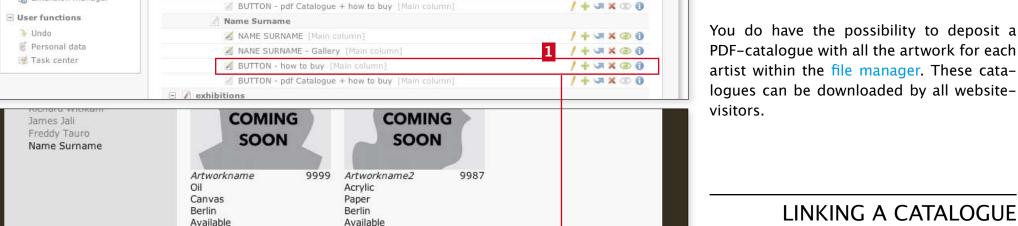
Task center

> Undo

Extension manager

PDF-CATALOGUE

IN GENERAL



/ + JIX @ 0

1 + JIX @ 0

/ + JX @ O

- 1 At this moment the "BUTTON how to buy" is published with the artist.
- 2 Prior to activating the "BUTTON pdf Catalogue + how to buy" you will have to link the associated PDF-catalogue. Click on the pencil-symbol / in order to get to the article-element, then click again 3 in order to open the editing screen.



A Name Surname

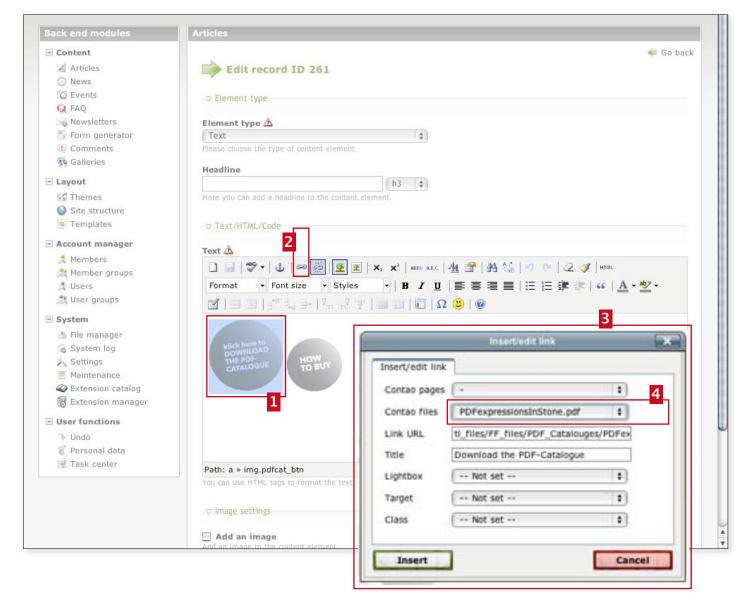
MAME SURNAME [Main column]

MANE SURNAME - Gallery [Main column]

M BUTTON - how to buy [Main column]

PDF-CATALOGUE

LINKING A CATALOGUE



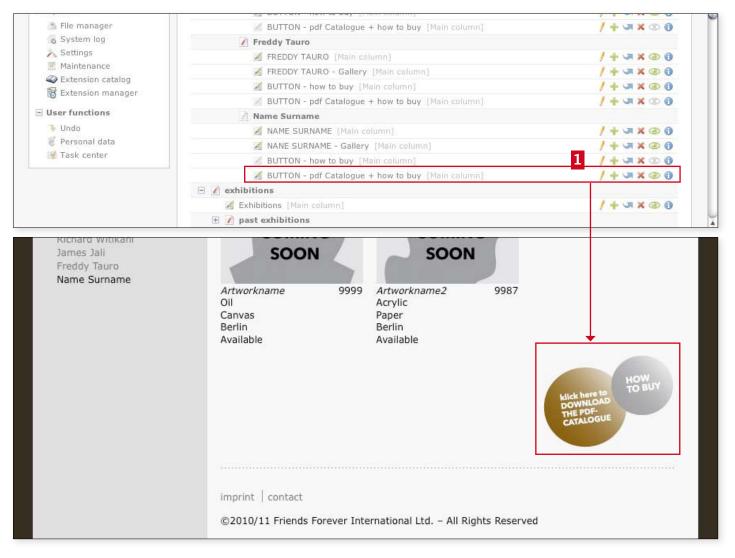
- 1 Click on the image referring to "Down-load the PDF-Catalogue" within the editor in order to select it.
- 2 Click on the small chain-symbol . A popup-screen swings out 3.
- 4 Select the associated PDF-file from the dropdown-selection.

Click on "Insert". Then save and close.

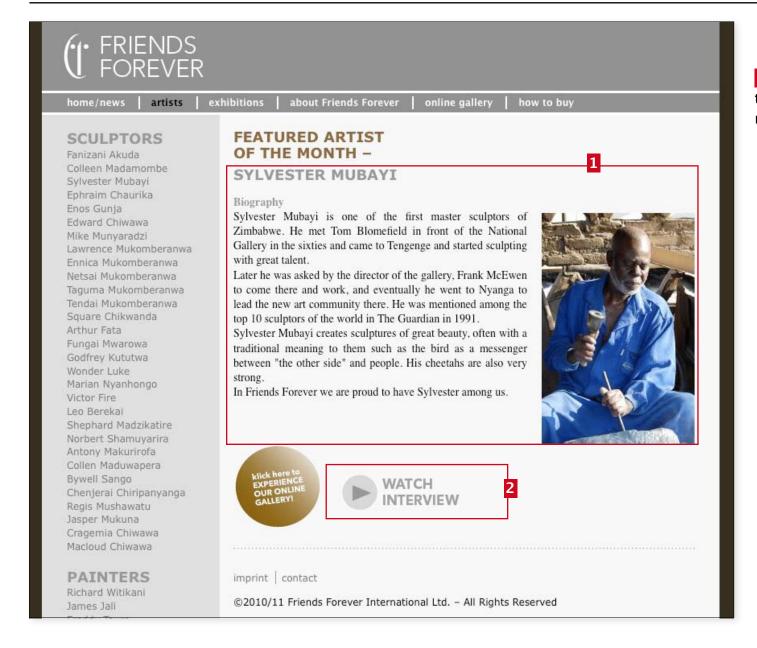
PDF-CATALOGUE

ACTIVATING A BUTTON

1 Now you will simply have to activate the "BUTTON – pdf Catalogue + how to buy" by publishing the article. Then the websitevisitors will be able to download the PDF-catalogue.

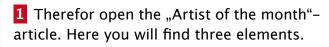


IN GENERAL

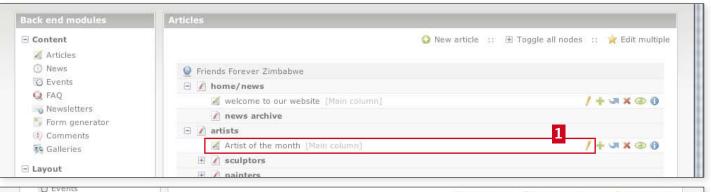


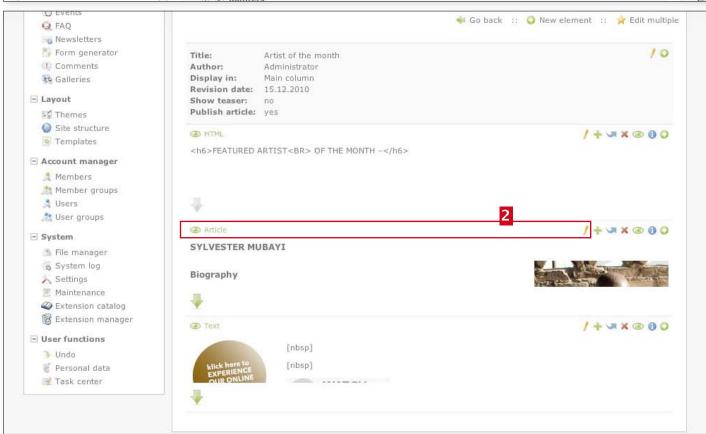
1 At the "artists"-mainpage you do have the possibility to select an "artist of the month" and 2 add an interview-video.

SELECTING AN ARTIST



2 First go to the editing screen of the second element in order to select the artist.





SELECTING AN ARTIST

1 Here you will select the favoured artistsbio from the dropdown-selection.

Save and close.

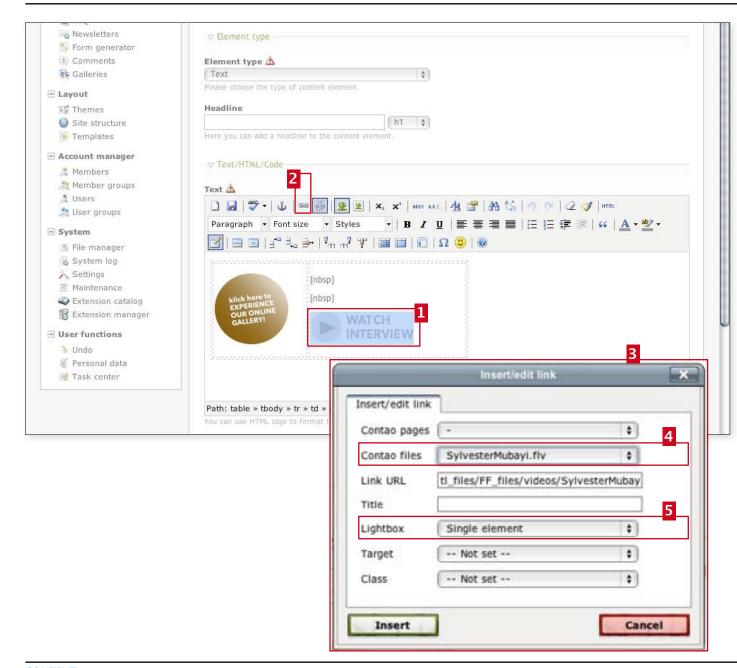
ASSIGNING A VIDEO

In order to assign the appropriate interview-video you will have to enter the editing screen of the third element.



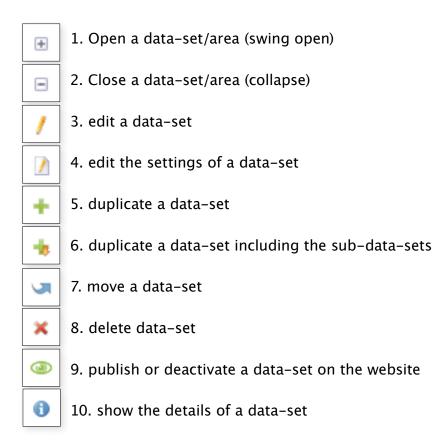


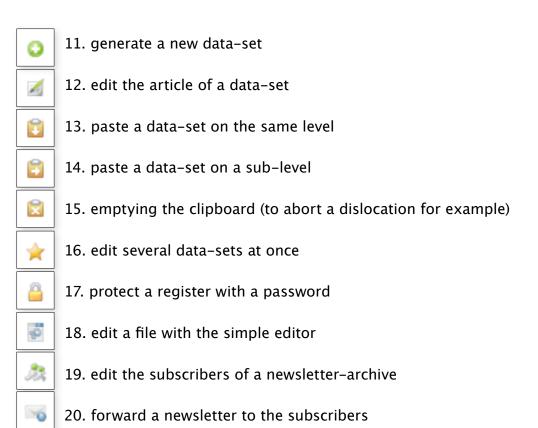
ASSIGNING A VIDEO



- 1 Select the "WATCH INTERVIEW"-image.
- 2 Click on the small chain-symbol . A popup-screen swings out 3.
- 4 Select the appropriate video-file from the dropdown-selection.
- Select "Single element" from the light-box-settings.

Click on "Insert". Then save and close.





HELSINKI BERLIN
SCULPTORS
FANIZANI AKUDA

Art Center Berlin

h4

Sanomatalo, Mediatori

current exhibitions
welcome to our website!
news

h2

h1

Master Sculptors of Zimbabwe h5

Season Opening in Austria, Exhibition 2010 h3

FEATURED ARTIST OF THE MONTH - h6

Please contact us if you have any questions or if you need some support.



Thorsten Strohbeck

Graphs&Grooves
Sound > Media > Lyrics
Kopenhagener Str. 22
10437 Berlin

0049 30 30132871 info@graphsandgrooves.de www.graphsandgrooves.de

DPFK

Dawid Polsakiewicz

Am Falkplatz 3 | 10437 Berlin Mobile +49 172 61 00 301

ul. Botwewa 10/25 | 03-127 Warszawa Mobile +48 791 15 14 83

info@dpfk.com | www.dpfk.com | dpfk_skype

We composed some continuative links just in case you want to know more about the Contao-CMS.

http://www.contao.org/ http://en.contaowiki.org/

http://www.contao-community.org/