



Skin Guide for Operators

version 1.1

Table Of Contents

INTRODUCTION	3
USING TAGS IN TEMPLATES	3
Dynamic (System) Tags	3
Static (Language) Tags	4
Tags Example	4
3. PARSING TEMPLATES	5
MAIN PAGE	6
Signup Page	8
HotSpot Login Page	8
Other Pages	9
CUSTOMIZATION STRATEGIES	10
For making minor modifications	10
For complete redesign: start from scratch	10

IMPORTANT NOTE: You are not allowed to remove the copyrights and hotspotsystem.com domain from templates. If you'd like to have your own branding, you need to purchase the White Label option first.

1. INTRODUCTION

THIS DOCUMENTATION GIVES YOU INFORMATION ABOUT CUSTOMIZING (SKINNING) THE HOTSPOT START (SPLASH) PAGES. YOU CAN LEARN HOW OUR ENGINE PARSES THE TEMPLATES, SO YOU CAN GIVE A COMPLETE BRANDED EXPERIENCE TO YOUR CLIENTS.

You need to have HTML knowledge to customize the files, no programming knowledge required.

2. USING TAGS IN TEMPLATES

Dynamic (System) Tags

There are certain elements of the HTML files that you must keep, which we called 'tags'. These are important elements of the system as we replace these tags dynamically based on your hotspot configuration and the behavior of the users while they're using your hotspot. All of these tags starts with a '{' and ends with '}' and they're all uppercase. A typical example is '{ERROR}' in the signup module which is replaced by system error messages when the user doesn't fill out some required fields during the signup, using the language that the customer is using.

Some tags are replaced by a data from our database (such as your hotspot name, address, etc. which you can set in the operator area), and other system messages are stored in the [Message File](#). These messages are available in multiple languages, and the system automatically pulls each phrase in the language which the customer is currently using. You can change or even translate these messages if you'd like to use a language that we don't support by default.

NOTE: You cannot add custom system messages (dynamic tags), you can only edit the messages.

Static (Language) Tags

There is a second type of tags that we're using, called Language Tags. These start with '{LANG:' and end with '}'. These are replaced by the matching line of the [Language Files](#) file.

NOTE: You can use as many language tags as you need, you can remove or add specific tags if you need.

Tags Example

Let's see an example. The user is currently browsing your pages in english.

In '[main.inc.html](#)' there are several tags:

{NAME} is a dynamic tag which is replaced with the name of your hotspot (you can set this in the Operator Area).

{LANG:welcome_header} is a language tag which is replaced with the matching line in [Language File](#). If you edit the Language File you can edit this tag by editing the '[main_welcome_header](#)' tag (all tags has a name which comes after the name of the file which contains the tag). *TIP: You can use the list box or type 'welcome_header' into the search field while editing the Language File to edit that specific tag.*

So {LANG:welcome_header} will be replaced by 'Welcome to our HotSpot !'.

3. PARSING TEMPLATES

The best way to find out what template files are used within a specific page is to see the HTML source of the page. So you navigate to your Hotspot start page (where you can see your packages) and select 'View Source' from your browser's menu. For example this page starts like this:

```
"<!--  
*****  
header.inc.html  
*****  
-->  
  
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">"
```

So you can see that this page uses the header.inc.html template first. If you scroll down you can find all the templates that are used to generate the page.

MAIN PAGE

METHOD 1. If you are using a separated start page and login page (default option for DD-WRT), templates used/parsed in the following order:

1. Header ([Header.inc.html](#))
2. Main ([Main.inc.html](#))
3. Credit Card Module (generated based on your HotSpot type)* / HotSpot PRO only
4. Pre-Paid Voucher Module ([Main_modules_prepaid.inc.html](#)) / HotSpot PRO only
or
Access Code Module ([main_modules_free.inc.html](#)) / HotSpot FREE only
5. Main footer ([Main_footer.inc.html](#))
6. Footer ([Footer.inc.html](#) or [footer_nopayment.inc.html](#) (if you offer free accesses only))

NOTES:

- You can change the orders of 3 and 4.
- You can have the [Main.inc.html](#) generated after the Header (this is the default) or before the Main Footer.
- You can also turn off module 3 and 4 in the Operator Area.

*Credit Card Module contains of these html files:

- [Main_modules_nocc.inc.html](#) (if you're not accepting credit card payments)
- [Main_modules_cc.inc.html](#) (if you accept credit cards/PayPal)
 - [Index_package_table.inc.html](#) (repeated as many times as the number of packages you have with default limits - see notes below)
 - [Index_package_table2.inc.html](#) (repeated as many times as the number of packages you have with custom limits - see notes below)

The available packages that your users can buy will be generated dynamically based on what you set in the Operator Area. For every package you're using, a table is generated by default.

If a package is using the location's default settings (same bandwidth and traffic limits), then the [Index_package_table.inc.html](#) is parsed. If the bandwidth or traffic limit is different, then the [Index_package_table2.inc.html](#) is parsed. (Note: in almost all default Skins, the [Index_package_table.inc.html](#) and [Index_package_table2.inc.html](#) are the same.)

There is a special configuration file for generating Credit Card packages, [templateconfig.inc](#). Here you can set how many packages will be generated in 1 row, and you can also set the table parameters for the packages. This is needed because there are special HTML table tags like `<table>`, `<tr>` which have to be generated only once, or once per package row.

METHOD 2. If you are using a combined start and login page (default for Open-Mesh), templates used/parsed in the following order:

1. Header ([hotspotlogin_header1.inc.html](#) followed by [hotspotlogin_header2.inc.html](#))
2. Main Combined ([Main_combined.inc.html](#))
or
Main Combined autologin ([Main_combined_autologin.inc.html](#)) / HotSpot SPLASH only
3. Credit Card Module (contains multiple templates described in method 1) / HotSpot PRO only
4. Pre-Paid Voucher Module ([Main_modules_prepaid.inc.html](#)) / HotSpot PRO only
or
Access Code Module ([main_modules_free.inc.html](#)) / HotSpot FREE only
5. Main footer ([Main_footer.inc.html](#))
6. Footer ([Footer.inc.html](#) or [footer_nopayment.inc.html](#) (if you offer free accesses only))

Signup Page

Templates used/parsed in the following order:

1. Header ([Header.inc.html](#))
2. Signup Module
 - [Signup_cc.inc.html](#) (for credit card signups)
 - [Signup_prepaid.inc.html](#) (for prepaid signups)
 - [Expired.inc.html](#) (if the page has been expired)
3. Footer ([Footer.inc.html](#) or [footer_nopayment.inc.html](#) (if you offer free accesses only))

HotSpot Login Page

1. Header ([hotspotlogin_header1.inc.html](#) followed by [hotspotlogin_header2.inc.html](#))

If the user not logged in yet or login was failed:

2. Login ([hotspotlogin_loginform.inc.html](#))

If login was successful:

2. Logged In ([hotspotlogin_success.inc.html](#))
 - If the user purchased a Usage-Based Package: How to logout box ([hotspotlogin_howtologout.inc.html](#))
 - If popups are allowed: Information Popup ([hotspotlogin_header1_popup.inc.html](#) followed by [hotspotlogin_header1_popup.inc.html](#) followed by [hotspotlogin_popup.inc.html](#))

If user is already logged in:

2. Already Logged In ([hotspotlogin.inc.html](#))

Other Pages

Almost all other pages are parsed between the header and footer, but there are a few exceptions, these are marked with a '*' below:

Order summary page - [signup_registered_cc.inc.html](#)

Payment buttons used in order summary page - [paymentbutton_paypal.inc.html](#),
[paymentbutton_paypal_standalone.inc.html](#), [paymentbutton_worldpay.inc.html](#),
[paymentbutton_worldpay_paypal.inc.html](#) (based on what payment processors are you using)

Forward user to WorldPay* - [payment_worldpay_forward.inc.html](#)

Forward user to PayPal* - [payment_paypal_forward.inc.html](#)

Order finished at WorldPay - [worldpay_end.inc.html](#)

Order cancelled at WorldPay - [worldpay_end_cancelled.inc.html](#)

Order finished at PayPal - [paypal_end.inc.html](#)

~~**Free Access (if you offer the Free-Trial package)** - [free_access.inc.html](#)~~ *Currently not in Use*

Blocked Free Access - [free_blocked.inc.html](#)

Pre-Paid card activation summary page - [signup_prepaid.inc.html](#)

Pre-Paid card successfully activated - [prepaid_activation_success.inc.html](#)

Pre-Paid card already activated - [prepaid_activated.inc.html](#)

User Guide - [guide.inc.html](#)

Customer Support page - [csupport.inc.html](#)

You can edit templates on the fly. However if you modify the footer.inc.html, we'll review the changes manually. You won't be able to use the skin until approved.

4. CUSTOMIZATION STRATEGIES

There are two main strategies for customizing your pages:

1. For making minor modifications

You can make minor modifications by editing the default templates. For example you can place HTML codes within the templates to show different messages for the users or you can place banners on the page, etc.

You can edit templates directly and put some text there, but keep in mind that if you do that and the user changes the language of the page, that text will not change. If you want to display a message for the user which is changing when the user changes the language, then you can add a custom tag in the [Language File](#), write the changing text there in different languages, then place this custom tag to the template where you want to have it displayed (you have to put `{LANG:custom_tag}` in the template if you named your tag as 'custom_tag' when you've added it to the [Language File](#)).

If you just want to change images, you can upload your custom images in a ZIP file, then modify the image URL in the templates, using the path which is different for every operator and is visible if you see your custom files.

2. For complete redesign: start from scratch

If you want to have pages that are completely different from the default templates, you can start designing it from scratch. But before doing that, have a few minutes to read this guide and understand how template parsing works.

After you design the pages you will have to replace texts with dynamic and language tags, and also have to copy and paste the header part into the header.inc.html file, the main part into the



main.inc.html, etc. This is how we can keep the modular structure and ensure that all changes you make in the Control Center (for example changing the modules order, adding a new package, change location's data, etc) will be reflected on the hotspot splash pages.

Please read our [Knowledgebase Articles](#) about the Customization.

Should you have further questions, please contact our [Help Desk](#).