

JSN Gruve 1 Customization Manual

System Customization

Before we start

First thing we would like to say is this guide is not intended to cover everything you might want to customize in the template. Here we disclose only the most frequently asked customization questions. We hope you can find the answer for your question here and satisfied with it.

Template graphic source

To make the template customization process faster and easier we created series of Adobe Photoshop graphic source files (.psd) for your convenience. All files are packed in one single zip file available to download from Customer Area after you purchased the product.

Must-have tools

FireBug

This is an extension for FireFox browser and is absolutely a must-have tool for template customization. It is capable of showing you each HTML element (html tags, javascript code, css code, etc.) on the webpage so it's really helpful in understanding the template structure. We strongly recommend you use FireFox browser with FireBug extension when doing template customization.

You can download FireBug from its official website for free: www.getFireBug.com (<http://www.getFireBug.com>)

XRAY

XRAY is a bookmark let for Internet Explorer 6+, and Webkit and Mozilla based browsers (including Safari, Firefox, Camino or Mozilla). Use it to see the box model for any element on any web page.

You can use this service for free here: www.westciv.com/xray (<http://www.westciv.com/xray>)

PngOptimizer

PNG is the major graphic format used in our templates, so it's worth mentioning a very useful tool called PngOptimizer. Technically, it clears PNG files of junkie attributes not essential for web, which can greatly decrease the file size.

You can download PngOptimizer from its official website for free: psydk.org/PngOptimizer.php (<http://psydk.org/PngOptimizer.php>)

Recommended tool

JSN PowerAdmin

JSN PowerAdmin is a powerful tool that helps Joomla users enjoys Joomla with ease. This recommend tool is not only for Joomla newbies, but also advanced users. It gets "popular badge" on JED and receives nice feedback from Joomla community. You can download it for free here:

<http://extensions.joomla.org/extensions/administration/admin-navigation/20267>
(<http://extensions.joomla.org/extensions/administration/admin-navigation/20267>)

JSN PowerAdmin main features:

- Search any items quickly in back-end with Spotlight Search
- Control the website content in one place with Site Manager

CSS Files Explanation

There are several CSS files included in the template. Here is quick description of them:

- {color}.css – contains specific styling for particular color variation. Only certain template color file will be loaded at a time.
- {layout}.css – contains specific styling for responsive layout and wide layout. These files are loaded only when responsive layout or wide layout is activated.
- {styles}.css – contains styling for text of template.
- custom.css – contains styling for your own customizations. This file is loaded first, before other css files.
- error.css – contains specific styling for error messages.
- jsn_fixie7.css – contains specific styling for Internet Explorer 7. This file is loaded only when user is using IE7 to view the website.
- jsn_iconlinks.css – contains specific styling for icon link feature. This file loaded only when template parameter Enable Auto Icon links is set to Yes.

- jsn_rtl.css – contains specific styling for RTL layout. This file is loaded only when RTL mode is activated.
- jsn_social_icons.css – contains specific styling for 13 social icons: Facebook, Twitter, YouTube, Google Plus, Pinterest, MySpace, Flickr, Dribbble, StumbleUpon, LinkedIn, Yahoo, Skype and RSS.
- offline.css – contains specific styling for offline page.
- print.css – contains specific styling for printing output.
- template.css – contains template styling. We built this all-in-one file to make it easier for you to find appropriate CSS styling and change. Also this reduces HTTP request amount to server.
- template_pro.css – contains additional template styling of JSN Gruve. This additional code includes some modification of layout, menu and typography.

File “template.css” outline

As mentioned before file template.css is the biggest file containing all template styling. To make it easier for you to trace and edit, we arranged code into several sections. You can use text search for appropriate section name to jump to it.

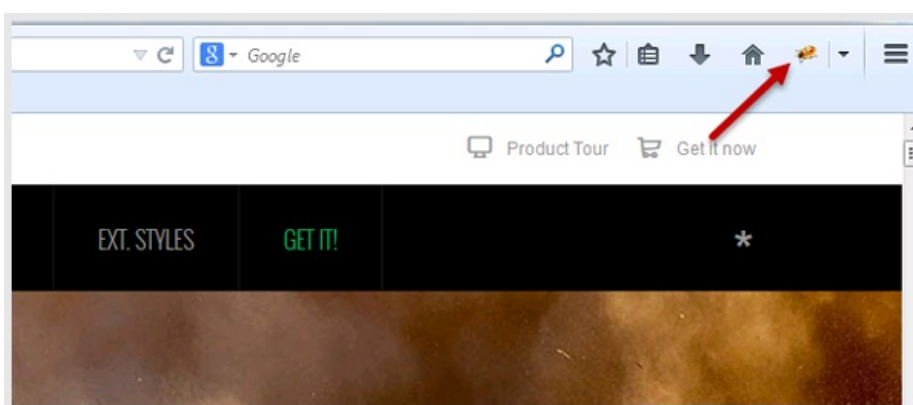
Here is the outline of sections with subsections:

- DEFAULT HTML
 - General Styles, Text Styles, Heading Styles, Link Styles, List Styles.
- LAYOUT
 - General Layout, Overall Page, Layout Changing, Header Area, Menu Area, Content top Area, Content Area, Content Bottom Area, Footer Area.
- TYPOGRAPHY
 - Content Columns, Text Styles, List Styles, Images Styles.
- MENU
 - General, Main Menu, Tree Menu, Div Menu, Top Menu
- MODULE STYLES
 - Module Boxes
- JOOMLA! DEFAULT EXTENSIONS
 - PageBreak – Tab Style, PageBreak – Slider Style, Joomla! Extensions - General, Joomla! Extensions - Com_content, Joomla! Extensions - Com_contact, Joomla! Extensions - Com_search, Joomla! Extensions – Com_finder, Joomla! Extensions - Com_weblink, Joomla! Extensions - Com_newsfeed, Joomla! Extensions - Com_user, Joomla! Extensions - Popup Component, Joomla! Extensions - System messages, Joomla! Extensions - Mod_breadcrumb, Joomla! Extensions - Mod_login, Joomla! Extensions - Mod_search, Joomla! Extensions - Mod_newsflash.
- JOOMLA 3.x CORE COMPONENT LAYOUT

Find and edit elements on webpage

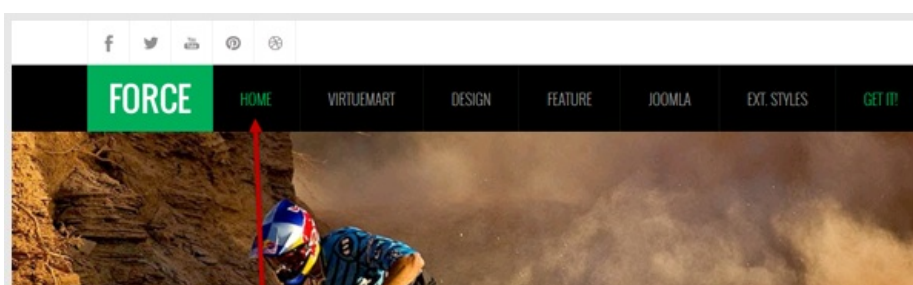
Most of the time, you will want to change CSS attribute of some elements you see on the webpage. Here is the guide of how you can do that really easily by using FireBug. Get it here www.getFireBug.com (<http://www.getFireBug.com/>)

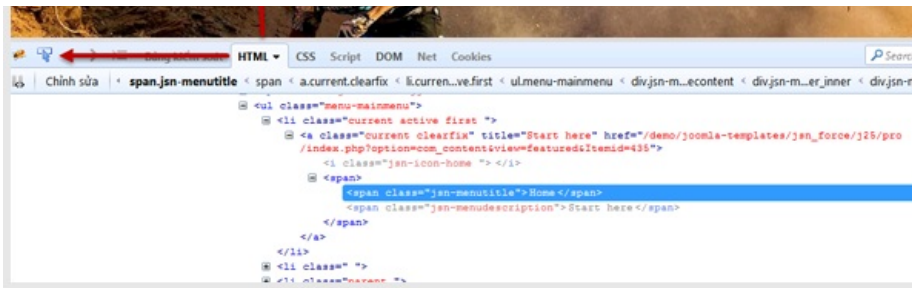
Step 1. Activate FireBug



When FireBug installed, you should see small Bug icon at the bottom. Click on it to activate FireBug.

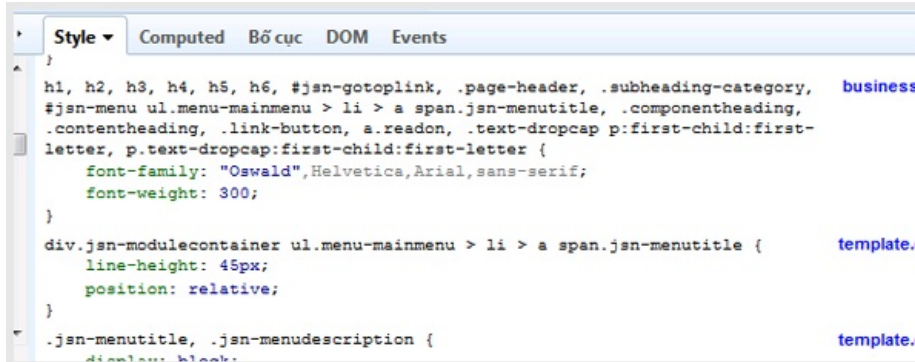
Step 2. Inspect element





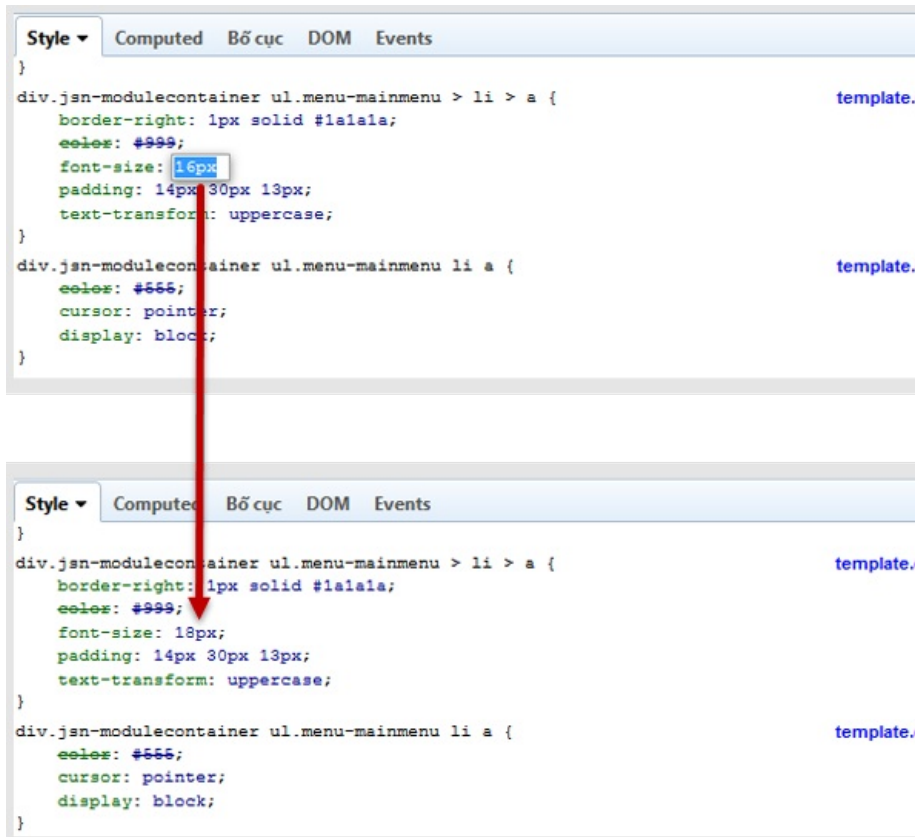
Now click on Inspect icon then point mouse cursor to the element you want to change CSS attributes.

Step 3. Editing CSS in live mode



Once you inspected some elements, all attribute appears on the right panel, where you can edit CSS attributes directly and see how they are applied.

Step 4. Save changes to CSS file

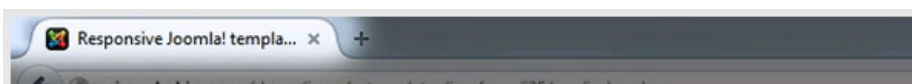


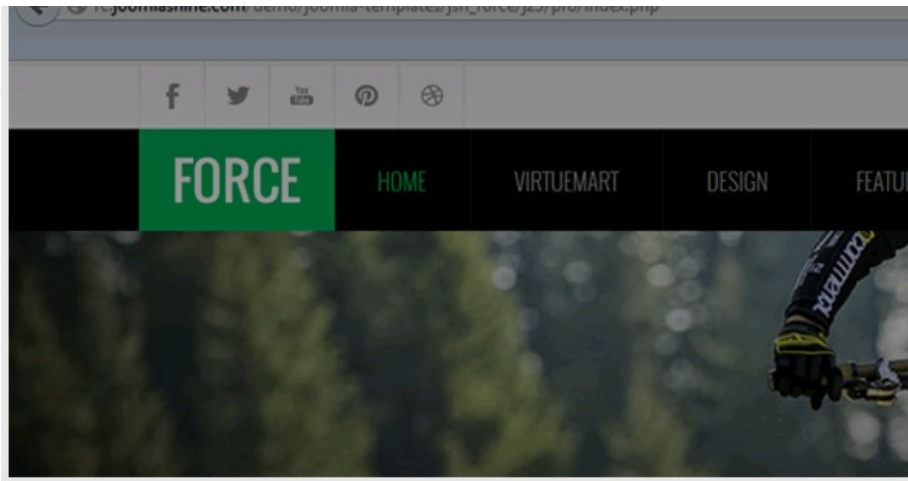
Now, when you are happy with new CSS attributes, it's time to save those changes in CSS file.

- Copy the whole CSS selector name.
- Open CSS file and use text search to find it.
- Type new CSS attributes in file and save it.

That's it, really easy and fast way to find and edit CSS attribute for any elements you see on the webpage.

Website title configuration





To change the website title, please take following steps:

- In the Joomla administration panel, go to Menus → Main Menu
- Next, in Menu Item Manager page, select item Home
- Next, Menu Item page, open section Page Display Options and change parameter Browser Page Title as you desire.

Template translation

Joomla! Template has a powerful language mechanism, which allows us to have template in multiple languages. All wordings in both back-end and front-end are moved to separated language files, so you can easily translate them into any language you want.

With JSN templates, you need to translate text in both framework and template.

Here is what you need to do:

- Install new language in your Joomla Back-end:
 - Go to Extensions → Extension Manager → Install Languages
 - Search for your expected language in the list and install it. For example, you install German (de-DE).
- Go to the location:

```
{joomla_root_folder}/plugins/system/jsntplframework/language/en-GB
```

Make a copy of the current English language file en-GB.tpl_jsn_ferado_XXX.ini, where XXX is the template edition you have. Give it an appropriate name of your language, like de-DE.tpl_jsn_ferado_XXX.ini.

- Make a new folder, depend on your new language you want to add, like:

```
{joomla_root_folder}/plugins/system/jsntplframework/language/de-DE
```

Then put your new file de-DE.tpl_jsn_ferado_XXX.ini there, start translating the text strings in this file.

- Back to the parent folder, open file jsntplframework.xml;
Go to the section `<language>...</language>`, then add:

```
language/de-DE/de-DE.plg_system_jsntplframework.ini
```

- Copy your file de-DE.tpl_jsn_ferado_XXX.ini to corresponding folder:

```
{joomla_root_folder}/administrator/language/de-DE
```

- Afterward, selecting your own language as the default language in Joomla! And you will see all your native wordings as that in the template language file.

Each JoomlaShine template supports 14 languages. So if the language you want to install is already in template supported list, you can skip Step 2 and start translating the existing language file.

Google Font

You have two options to add Google fonts to your sites:

- Standard way: Add code into of HTML document:
link href="https://fonts.googleapis.com/css?family=Open+Sans|Roboto" rel="stylesheet"
- Import way: Add code to css/custom.css or your own css file: `@import url('https://fonts.googleapis.com/css?family=Open+Sans|Roboto')`

Unilcons

By default, JSN Grive is shipped with `{joomla_root_folder}/administrator/language/de-DE` carefully selected icons which can be used for multiple

By default, font-awesome is shipped with general-purpose (universal) icons which can be used for multiple purposes. We call this concept Unicons. But sometimes you may want to use your own icons. There are 2 common cases when you want to customize the Icon Menu:

Replace an existing icon in sprite image file

This is the situation when you want a better looking icon but with the same meaning, i.e. icon name.

- Create your own icon with size 16 x 16 and save it to a separated (temporary) file;
- Open the sprite image file icons-uni.png in folder images/icons in some graphic editor like Fireworks or Photoshop;
- Drag your newly created icon file to the sprite image file opened in a graphic editor and place it on top of the icon you want to customize;
- Save the sprite image file and delete the temporary icon file if you want. Don't forget to compress the file by PngOptimizer.
- Re-upload file to the server overwriting the old file.

Clear browser's cache and refresh your website. Now you should see your upgraded icon.

Add new icon to sprite image file

This is the situation when you want to add a brand new icon to the sprite image file and use it. For example, you want to add an icon with symbol \$ and call it cash. There are 2 stages involved:

Stage 1: Add new icon to sprite image

- Create your own icon with size 16 x 16 and save it to a separated (temporary) file with any name you want;
- Open the sprite image file icons-uni.png in folder images/icons in some graphic editor like Fireworks or Photoshop and expand the canvas size to 86px or more;
- Drag your newly created cash icon file to the sprite image file opened in a graphic editor, place it at the end of the file with the distance 70px from the most bottom icon in the sprite image file.

Save the sprite image file and upload it to server overwriting the original file.

Stage 2: Modification of template code for new sprite image

- Open file template.css in folder css
- Find the section code GENERAL ICON ASSIGNMENT, you can use text search for this task.
- Add the following CSS code:

```
.link-icon.icon-cash,  
.menu-iconmenu .icon-cash > a > span,  
.list-icon.icon-cash li .jsn-listbullet,  
.icon-cash h3.jsn-moduletitle span.jsn-moduleicon {  
background-position: 0 -1800px;  
}
```

Here, cash is the name of your new icon and -1800px is the position of new icon in the sprite image.

- Save the CSS file and upload it to your server overwriting the original file.

Now you can use new icon with name cash.

Font Awesome Icons

JSN templates now support displaying links with Font Awesome Icons, you can attach any of 500+ predefined icons to the front of any link by adding simple class to it.



Usage:

```
<a class="link-icon fa fa-xxx">This is link text.</a>
```

where xxx is the name of icon to be applied.

Example:

```
<a class="link-icon fa fa-download" href="{url}">This is link to download something.</a>
```

where url is the website hyperlink.

To now the exact name of the icon that you need, you can go to fontawesome.github.io/Font-Awesome/icons/ and search for your desired icons.

Making all modules in position "top" followed one below another

By default, all modules published in position top are arranged in a horizontal line. If you want modules to be followed one below another, please take following steps:

- Open file template.css in folder css
 - Find CSS selector #jsn-pos-top div.jsn-modulecontainer and add attribute clear: left;
- As the result, you should have:

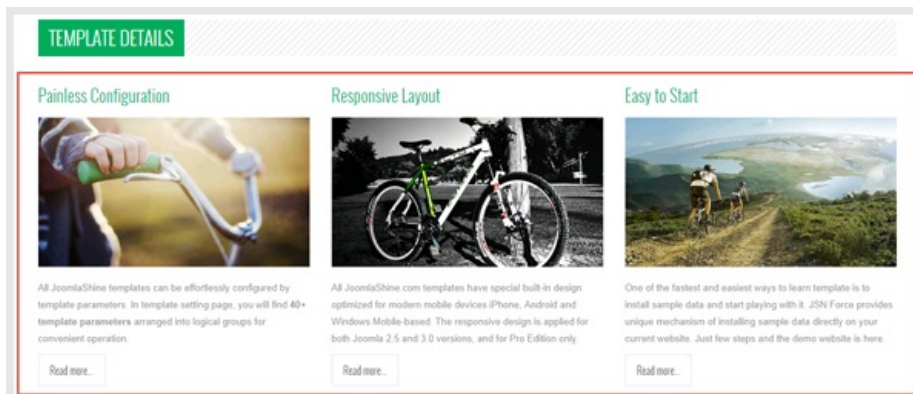
```
#jsn-pos-top div.jsn-modulecontainer {  
float: left;  
margin: 0;  
clear: left;  
}
```

Save the CSS file and re-upload it to server overwriting the original file.

Template Layout Customization

General Layout

Main background customization



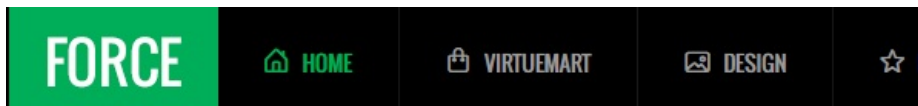
JSN Gruve default background is filled with color #FFFFFF. You can use firebug to inspect and change the color or create a background image and you are free to customize it:

Images customization

- Open template CSS file template.css.
- Find CSS selector #jsn-page and add the attribute background with the color code as you design.

Now you can clear your browser's cache and refresh your website to see the result.

Header



- Flash logo implementation
By default, JSN Gruve allows you to use your own logo image file by simply adjusting the appropriate template parameter. But sometimes you may want to use a flash file as the logo image.

For example, the following steps will display flash file logo.swf with dimension of 125 x 57 pixels and located in folder joomla_root_folder/images

- In the Joomla administration panel. go to Extensions -> Module Manager
- Click button New on the toolbar and select item Custom HTML
- In the module configuration page, set parameters as following:
 - Title: Flash Logo (or any other you like)
 - Show title: No
 - Enabled: Yes
 - Position: logo
 - Menus: All
 - Custom Output:
<object classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000"

```

codebase="http://fpdownload.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=8,0,0,0"
width="128" height="37" id="logo" align="middle">

<param name="allowScriptAccess" value="sameDomain" />

<param name="movie" value="images/logo.swf" />

<param name="quality" value="high" /><param name="bgcolor" value="#ffffff" />

<embed src="/ images/logo.swf" quality="high" bgcolor="#ffffff" width="128" height="37" name="logo" align="middle"
allowScriptAccess="sameDomain" type="application/x-shockwave-flash"
pluginspage="http://www.macromedia.com/go/getflashplayer" />

</object>

```

Note: You should paste code above directly into HTML code panel, not in the WYSIWYG editor

- Click Save and go to your website to check. Now, the flash logo should appear replacing the regular one.

Note: By utilizing flash logos, all template parameters related to logo will not have any affects.

Header background customization

By default, the header area is divided into two sections: Top header and Header. You are free to change their colors or add background image as you want.

- Open template CSS file custom.css.
- Add new selector of #jsn-topheader and #jsn-header
 - Add the CSS attribute background-color with the color you want.
 - Add the CSS attribute background-image with URL to your header background image.
- Save the CSS file and upload it to your server overwriting the old file.

Refresh the browser cache and check the result.

Flash logo implementation

By default, JSN Gruve allows you to use your own logo image file by simply adjusting the appropriate template parameter. But sometimes you may want to use a flash file as the logo image.

For example, the following steps will display flash file logo.swf with dimension of 125 x 57 pixels and located in folder joomla_root_folder/images

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- Click button New on the toolbar and select item Custom HTML
- In the module configuration page, set parameters as following:
 - Title: Flash Logo (or any other you like)
 - Show title: No
 - Enabled: Yes
 - Position: logo
 - Menus: All
 - Custom Output:

```

<object classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000"
codebase="http://fpdownload.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=8,0,0,0" width="128"
height="37" id="logo" align="middle">

<param name="allowScriptAccess" value="sameDomain" />

<param name="movie" value="images/logo.swf" />

<param name="quality" value="high" /><param name="bgcolor" value="#ffffff" />

<embed src="/ images/logo.swf" quality="high" bgcolor="#ffffff" width="128" height="37" name="logo" align="middle"
allowScriptAccess="sameDomain" type="application/x-shockwave-flash"
pluginspage="http://www.macromedia.com/go/getflashplayer" />

</object>

```

Note: You should paste code above directly into HTML code panel, not in the WYSIWYG editor

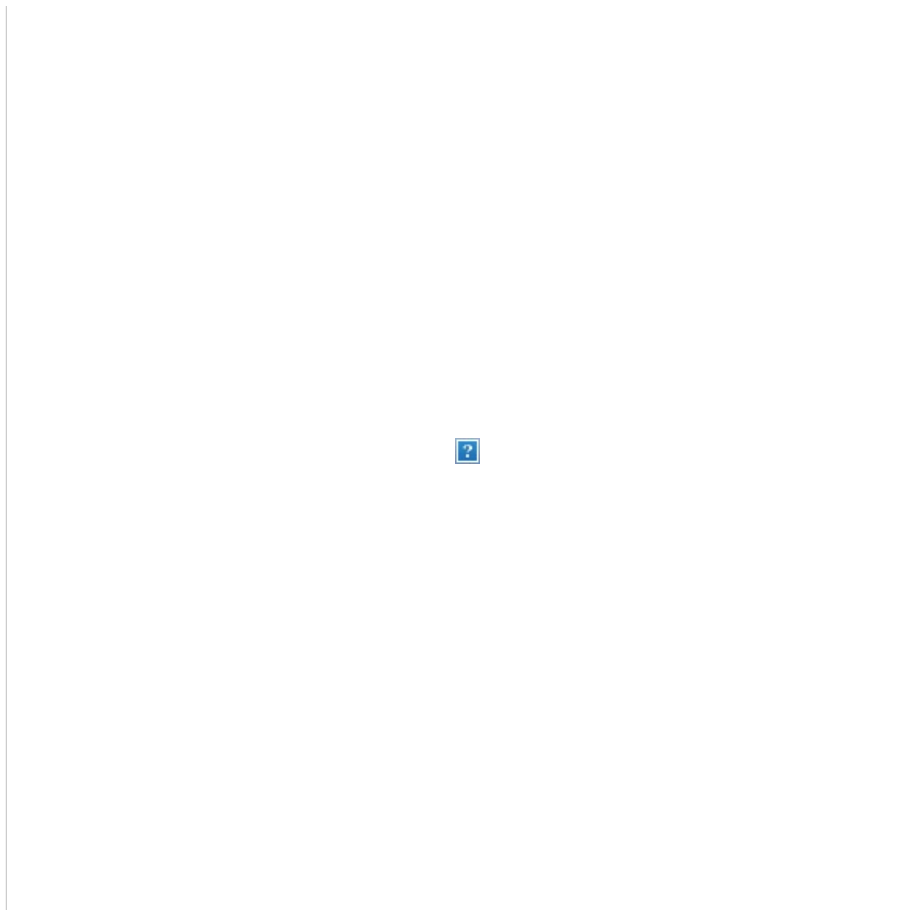
- Click Save and go to your website to check. Now, the flash logo should appear replacing the regular one.

Note: By utilizing flash logos, all template parameters related to logo will not have any affects.

Menu

Main menu

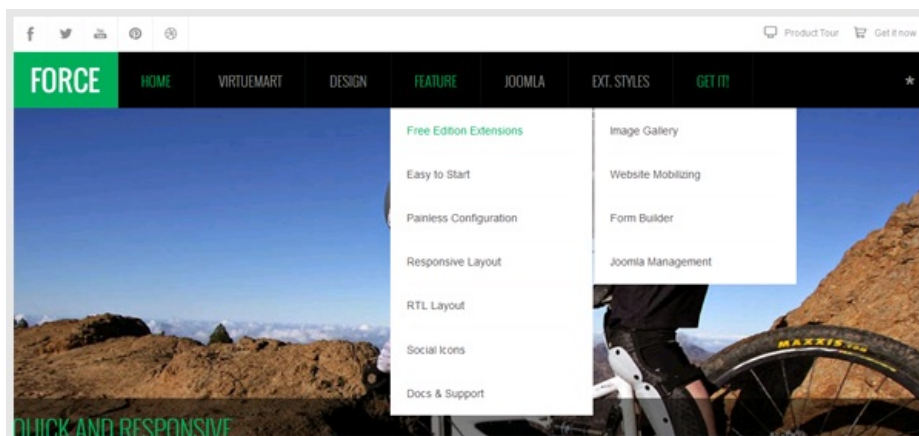




Sometimes you might want to change background color of main menu bar. Here is how to do that:

- Open template CSS file template.css.
- Find CSS selector `#{jsn_id_param key=div-menu /}` and modify attributes as desired.
- Save the CSS file and upload it to your server overwriting the old file.

Submenu panels



You can change the color of submenu items if you want. Please take following steps:

- Open template.css file CSS.
 - Find CSS selector `div.jsn-modulecontainer ul.menu-mainmenu ul` and set the attribute `background-color` with your own background color. This is styling for submenu panel background color.
 - Find CSS selector `div.jsn-modulecontainer ul.menu-mainmenu ul li a` and add the color hex code of top border. This is styling for submenu item in the regular state.
- Open template CSS file depending on the parameter Template Color you are using. For example, if you are using Green color then you open CSS file green.css.
 - Add CSS group of selectors begin with `div.jsn-modulecontainer ul.menu-mainmenu ul li: hover a` and change attributes of sub menus as you want.

Save the CSS file and upload it to your server overwriting the old file.

Moving the whole Menu bar to the bottom of Promo area

By default, Menu bar is placed on top of the Promo area, but if you want, you can place it underneath. Please take following steps:

- Open file `index.php`
- Cut the whole code block

- Cut the whole code block.

From:

```
<div id="jsn-header">
  <div id="jsn-header-inner" class="clearafter">
    <div id="jsn-menu">
    <div id="jsn-logo" class="pull-left">
    <?php
      /*===== Show modules in position "logo" =====*/
      if ($jsnutils->countModules('logo') > 0) {
    ?>
      <div id="jsn-pos-logo">
        <jdoc:include type="modules" name="logo" style="jsnmodule" />
      </div>
    <?php
      /*===== If there are NO modules in position "logo", then show logo image file
      } else {
        /*===== Attach link to logo image =====*/
        if (!empty($this->logoLink)) {
          <?php echo '<a href="' . $this->logoLink . '" title="' . $this->logoCaption .

```

To:

```
<?php
}
/*===== Show modules in position "toolbar" =====*/
if ($jsnutils->countModules('toolbar') > 0) {
?>
<div id="jsn-pos-toolbar" class="pull-right">
  <jdoc:include type="modules" name="toolbar" style="jsnmodule" />
</div>
<?php
}
?>
<div class="clearbreak"></div>
</div>
<?php
}
?>
</div>
</div>

```

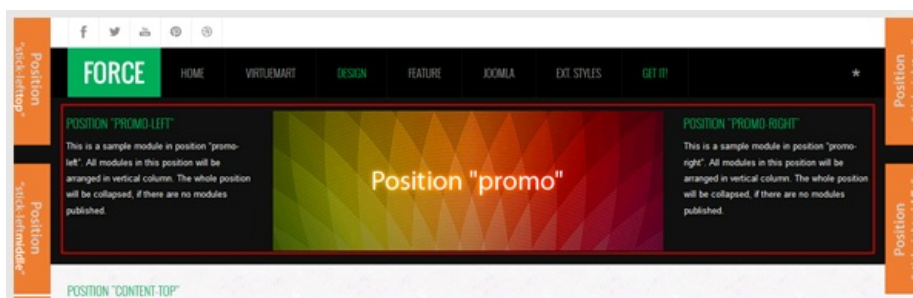
- And paste it between following lines:

```
<div id="jsn-pos-promo-right" class="<?php echo $class['span']; ?> <?php
  <jdoc:include type="modules" name="promo-right" style="jsnmodule" />
</div>
<?php
}
?>
</div>
</div>
<!--Paste your code here-->
<?php
}
/*===== Show modules in position "content-top" =====*/
if ($jsnutils->countModules('content-top') > 0) {
?>
<div id="jsn-content-top">
  <div id="jsn-pos-content-top" class="jsn-modulescontainer jsn-horizontallayout j
  <jdoc:include type="modules" name="content-top" style="jsnmodule" columnClas
  </div>
</div>
</div>

```

Save the index.php file and upload it to your server overwriting the old file.

Promo area



You can change background color, image, text color and many other parameters in promo area. Please take the following steps:

- Open template CSS file template.css.
- Find CSS selector #jsn-promo and add attributes as desired.

Save the CSS file and upload it to your server overwriting the old file.

Modules styles

JSN Gruve provides six box designs for module background styling, which can be combined with Unilcons for module title styling.

Module styles are configured by module's parameter Module Class Suffix. All available values are described below and need to be applied without double quotes.

Module Box Designs

Box designs to be applied to modules.

"Solid 1" Style

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc varius nisl id lectus ultricies ut elementum nulla ornare. Nulla sed mi massa, at tincidunt felis.

Module Class Suffix:
"solid-1"

"solid-1"

"Solid 2" Style

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc varius nisl id lectus ultricies ut elementum nulla ornare. Nulla sed mi massa, at tincidunt felis.

Module Class Suffix:
"solid-2 jsn-icon-display"

"solid-2"

"RichBox 1" Style

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc varius nisl id lectus ultricies ut elementum nulla ornare. Nulla sed mi massa, at tincidunt felis.

Module Class Suffix:
"richbox-1 jsn-icon-calendar"

"richbox-1"

"RichBox 2" Style

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc varius nisl id lectus ultricies ut elementum nulla ornare. Nulla sed mi massa, at tincidunt felis.

Module Class Suffix:
"richbox-2 jsn-icon-info"

"richbox-2"

Box designs to be applied to modules. 

"LightBox 1" Style

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc varius nisl id lectus ultricies ut elementum nulla ornare. Nulla sed mi massa, at tincidunt felis.

Module Class Suffix:
"lightbox-1 jsn-icon-search"


"lightbox-1"

"LightBox 2" Style

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc varius nisl id lectus ultricies ut elementum nulla ornare. Nulla sed mi massa, at tincidunt felis.

Module Class Suffix:
"lightbox-2 jsn-icon-user"

"lightbox-2"

Module Icon Designs 

You can attach any of the Unilcons to the module's title. To set up icons, you need to add the string fa fa-xxx to the module class suffix, where xxx is the icon name.

"Solid 2" Style

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc varius nisl id lectus ultricies ut elementum nulla ornare. Nulla sed mi massa, at tincidunt felis.


Module Class Suffix:
"solid-2 jsn-icon-display"

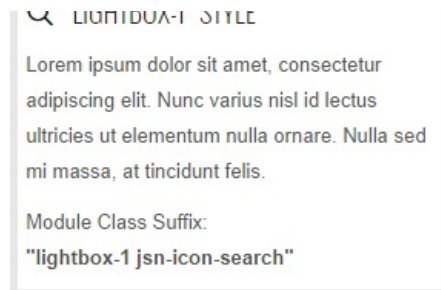
"LightBox 2" Style

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc varius nisl id lectus ultricies ut elementum nulla ornare. Nulla sed mi massa, at tincidunt felis.

Module Class Suffix:
"lightbox-2 jsn-icon-user"

Box modules

 "LIGHTBOX 1" STYLE



JSN Gruve provides 6 module box styles: solid-1, solid-2, richbox-1, and richbox-2, lightbox-1, lightbox-2. However, you can have more very easily.

- Open template CSS file depending on the module style and the parameter Template Color you are using. For example, if you are using Green color and Rich box 2 style then you open CSS file Green.css. If you use Light Box 1 or Light Box 2 style, it can be easily found in CSS file template.css.
- Find the following declarations and make a copy of them (search for the text string Richbox-2 to find them)

```
div.lightbox-1 h3.jsn-moduletitle {  
  background-color: #fe6363;  
}
```

And modify as show below:

```
div.lightbox-1 h3.jsn-moduletitle {  
  background-color: #XXX;  
}
```

Where XXX is the color code of the module background.

- Save the CSS file and upload it to your server overwriting the old file.

Now you can show your new module by setting parameter Module Class Suffix.

Icon module header

By default, JSN Gruve comes with 24 Unilcons to be applied to module title. But sometimes you may want to use your own icons. For instruction about how to change this, please refer to section Unilcons in this document.

Content Area

How to customize link icons

By default, JSN Gruve comes with 23 pre-made icons to apply to links. But sometimes you may want to use your own icons. There are 2 common cases when you want to customize module header icons.

Upgrade an existing icon in sprite image file

This is the situation when you want a better looking icon but with the same meaning, i.e. icon name.

- Create your own icon with size 16 x 16 and save it to separated (temporary) file;
- Open the sprite image file icons-ext.png in folder images/icons in some graphic editor like Fireworks or Photoshop;
- Drag your newly created icon file to the sprite image file opened in graphic editors and place it on top of the icon you want to customize;
- Save the sprite image file and delete the temporary icon file if you want. Don't forget to compress the file with PngOptimizer.
- Re-upload the file to the server overwriting the old file.

Now you should see your upgraded icon.

Add brand-new icon to sprite image file

This is the situation when you want to add a brand new icon to the sprite image file and use it. For example, you want to add an icon with symbol \$ to be attached to every link to www.cash.com (<http://www.cash.com>) or link with class="link-icon-ext jsn-icon-ext-cash". There are 2 stages involved:

Stage 1: Add new icon to sprite image

- Create your own icon with size 16 x 16 and save it to a separated (temporary) file;
- Open the sprite image file icons-ext.png in folder images/icons in some graphic editor like Fireworks or Photoshop and expand the canvas size to 86px more;
- Drag your newly created cash icon file to the sprite image file opened in a graphic editor, place it at the end of file with the distance of 70px from the most bottom icon in the sprite image file.

Save the sprite image file and upload it to your server overwriting the original file.

Stage 2: Modification of template code for new sprite image

Stage 2. Modification of template code for new sprite image

- Open file jsn_iconlinks.css in folder css and add following code to the end of file:

```
a[href*="www.cash.com"] {  
padding-right: 20px;  
padding-bottom: 1px;  
background: url(../images/icons/icons-ext.png) no-repeat right -2064px;  
}  
body.jsn-direction-rtl a[href*="www.cash.com"] {  
padding-right: 0;  
padding-left: 20px;  
background-position: left -2064px;  
}
```

- Open file template_pro.css in folder css, look for section extended link (search for the text string EXTENDED LINK) and add following code:

```
.link-icon-ext.jsn-icon-ext-cash {  
background: url(../images/icons/icons-ext.png) no-repeat right -2064px;  
}
```

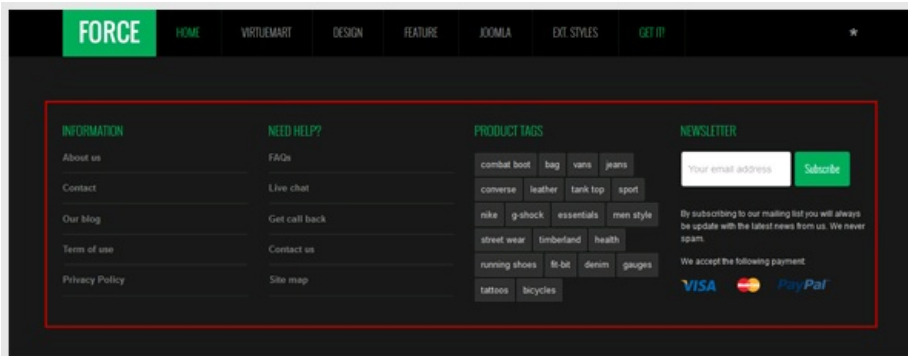
- Open file jsn_rtl.css in folder css, look for section extended link (search for the text string EXTENDED LINK) and add following code:

```
body.jsn-direction-rtl .jsn-icon-ext-cash {  
background-position: left -2064px;  
}
```

- Save both CSS files and upload it to server overwriting the original file.
- Now you can apply new icon in your content as following:

```
<a href="http://www.cash.com">Cash Website</a>  
<a href="#" class="link-icon-ext jsn-icon-ext-cash">Cash link</a>
```

Secondary promotion

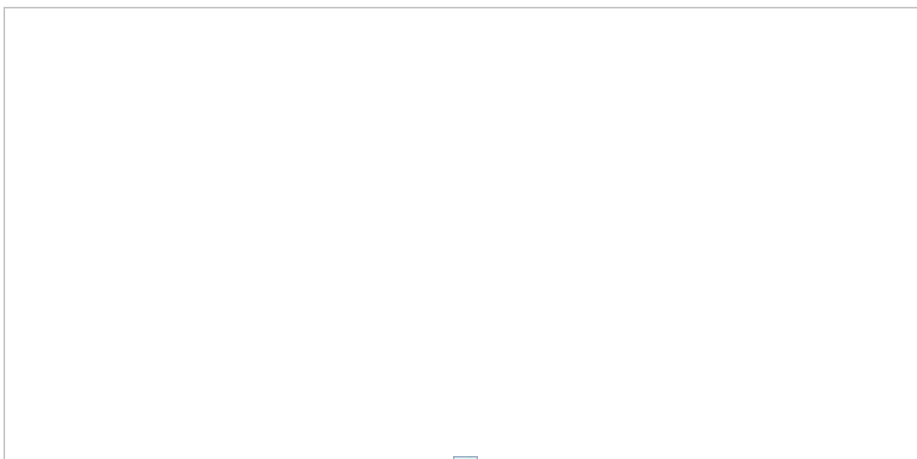


You can set up your desired background color, image, text color and many other parameters for this area. Please take following steps:

- Open template CSS file template.css.
- Find CSS selector #jsn-content-bottom and modify attributes as desired.

Save the CSS file and upload it to your server overwriting the old file.

Footer





By default, the footer area has white background, but you are free to change it.

- Open template CSS file `template.css`.
- Find CSS selector `#jsn-footer` and modify attributes as desired.

Save the CSS file and upload it to your server overwriting the old file.

Template Configuration

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Now as you have learned how to customize the template. To fully understand the template's structure and hot features, please navigate to [JSN Gruve Configuration Manual](#)

[JSN Gruve Configuration Manual \(/{jsn_id_param key=template-configuration-doc-link /}\)](#)

Got It!