EzyClub

GUIDE

Designing the club's website

For the Theme designer role

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https://ezyclub.au/guides

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The Theme designer role edits how your club’s public website looks: its page templates, stylesheet and theme settings. It is made for an outside web designer: it works without the committee role and opens nothing else — no member records, no money, no emails. Changes are made in a **draft**, previewed on the real pages, and only then published.

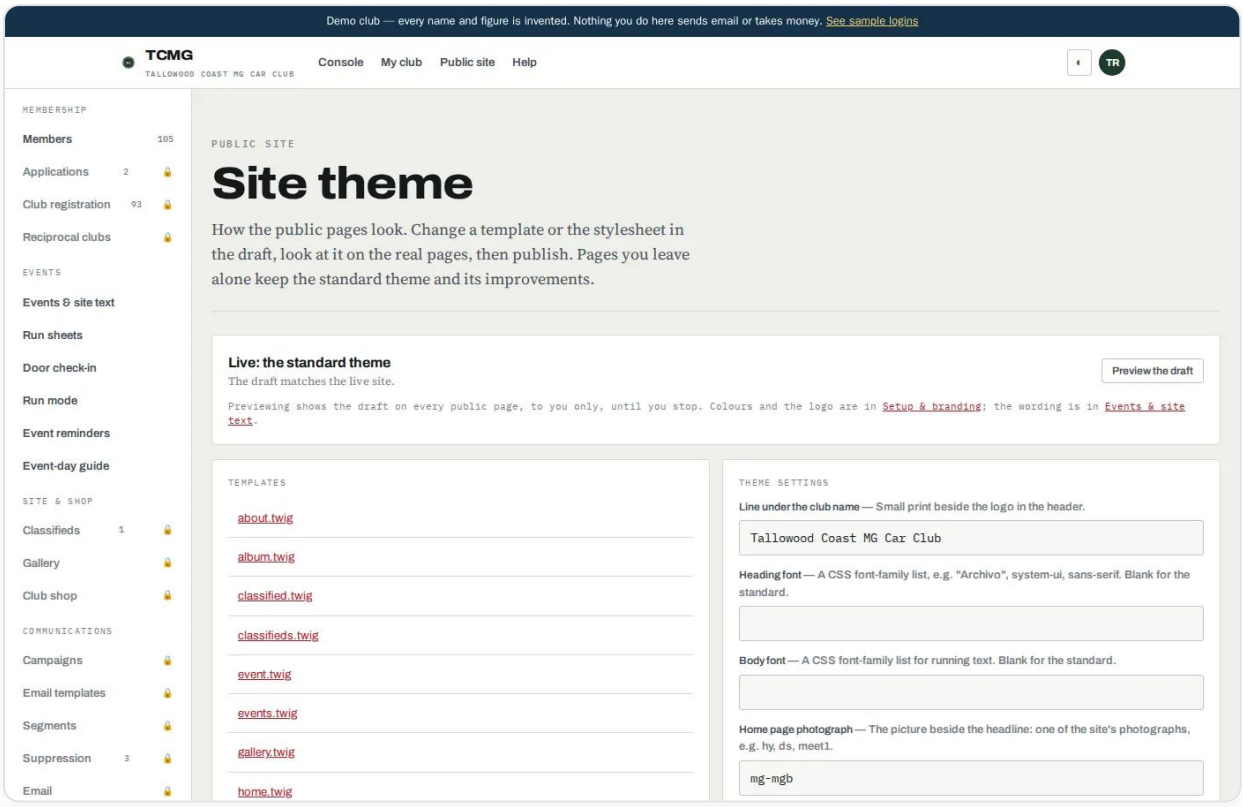
What a theme controls — and what it doesn’t

Changed here, in the theme	Changed elsewhere
The layout and markup of every public page: home, events, an event, gallery, an album, classifieds, an ad, shop, a product, join, about, the magazine page, the not-found page, and the shared header, footer and cards.	**Colours and the logo** — Setup & branding, by the Club settings role.
The stylesheet, `theme.css`.	**The wording** — headlines, introductions, the notice banner — Events & site text, by any committee member.
Theme settings: the line under the club name, heading and body fonts, the home and About page photographs, and social media links.	**The console and members’ pages** (My club, the card, renewals) — these follow the club’s colours but aren’t themed.

Pages you leave alone keep the platform’s standard theme and pick up its improvements as they come.

Getting in

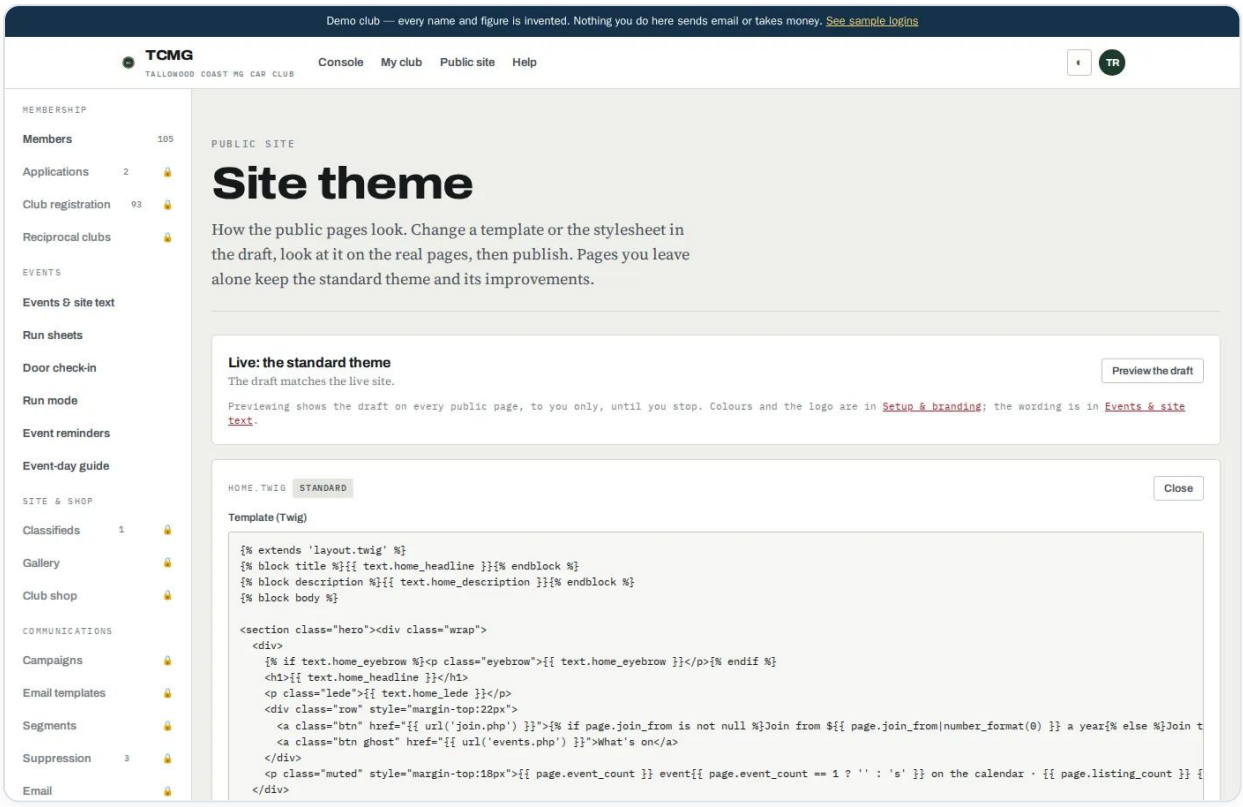
1. Someone on the committee with the Roles role adds you to the member list with your email and ticks **Theme designer**. You get an email with a link to choose a password.
2. Sign in on the club’s site with **Member login**.
3. Open **Site theme** from the console menu. It is the only console page the role opens.



The Site theme page.

Editing a template

1. Click a template in the **Templates** list — for example `home.twig` or `theme.css`. It opens with the standard version as its starting point.
2. Make your changes in the editor.
3. Press **Save to draft**. The file is checked and trial-rendered first: if there's an error, the message gives the line, and nothing is saved.



Editing a template in the draft.

To add a template of your own (a partial to include from others), type its name under **New template name** and press **Add a template**. When the standard version of a template you've changed is later improved, the editor says so, so you can bring the change across.

The rules: Twig in a sandbox, no JavaScript

Templates are **Twig**, in a sandbox. You can use the usual tags — `if`, `for`, `set`, `block`, `extends`, `include`, `embed`, `macro` — and filters such as `escape`, `default`, `length`, `upper`, `date`, plus the site's helpers `url()`, `img()` and `pill()`. The editor lists everything allowed.

- **No JavaScript.** Templates may not contain `<script>`, `<iframe>`, `<object>` or `<base>` elements, `on…=` attributes or `javascript:` links, and `theme.css` may not contain `<`. Themed pages also tell the browser to run only the platform's own scripts. Interactive parts the site needs — the gallery viewer, the shop cart, RSVP forms — are provided by the platform.
- Everything printed is escaped for you; there is no way to print raw HTML from data.
- Templates can only include or extend other theme templates.

> If a published template fails when a real page is shown, visitors get the standard template instead and the error is logged; while you are previewing the draft, you see the error itself.

Previewing the draft

Press **Preview the draft**. From then on, every public page you open shows the draft — to you only — until you stop previewing. Visitors keep seeing the live site. Check each page you changed, on a phone as well as a computer.

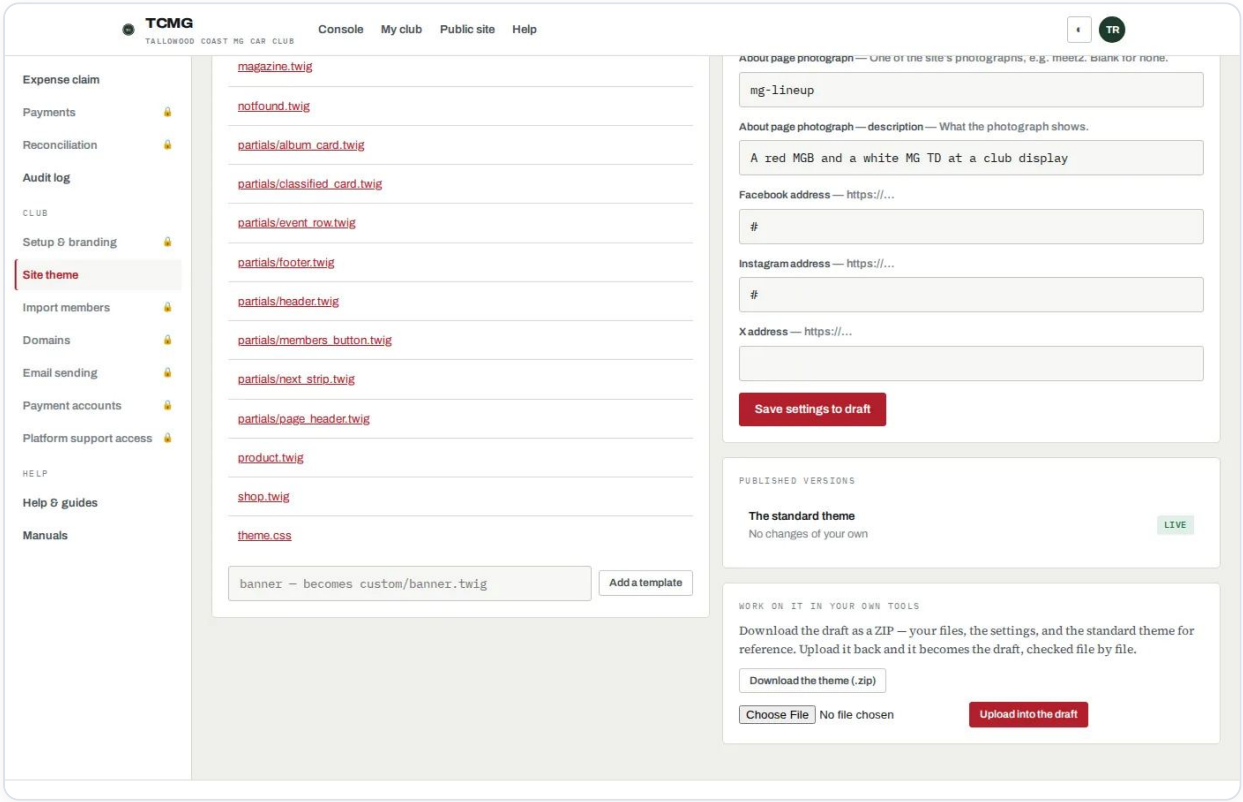
Theme settings

Under **Theme settings**: the line under the club name in the header, the heading and body fonts (a CSS font-family list; blank for the standard), the photographs beside the home page headline and on the About page (one of the site's photographs, with a description for people who can't see it), and the club's Facebook, Instagram and X addresses. Press **Save settings to draft**; they publish with the rest of the draft.

Publishing, versions and rolling back

1. When the draft is right, press **Publish**. It becomes the live site at once, as a new numbered version.
2. **Discard draft** throws away unpublished changes and starts the draft again from what is live.

Published versions lists every version with when, who and how many files it changed. **Put this back live** beside any version — including the standard theme — rolls the site back to it at once. Nothing is lost: the later versions stay in the list.



Versions, and working in your own tools.

Working in your own tools

- **Download the theme (.zip)** gives the draft: your files, the settings, and the standard theme for reference.

- Edit it in your own editor, then **Upload into the draft**. Every file is checked as if you had saved it in the editor; the upload becomes the draft, ready to preview and publish.

What the platform adds

Some things on public pages come from the platform, not the theme, and can't be removed by it: the security headers, the scripts the site needs (the gallery viewer, the cart, forms), and — on a demo site — the demo banner. Design around them.

Quick answers

If…	Then…
"Save to draft" is refused	Read the message: it gives the line. Usually a Twig error, or something the sandbox doesn't allow (a script, an inline `onclick`).
My change doesn't show on the site	It is in the draft. Preview it, then **Publish**.
A published change broke a page	**Put this back live** beside the previous version, then fix the draft.
I need to change the colours or logo	Those are the club's branding: ask whoever holds the Club settings role.