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# **Firefolio Documentation**

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## 1.1 Installation

### 1.1.1 Installation Instructions

#### Manual

Installing Firefolio on your server manually is fairly simple:

1. Download and unzip the program to a temporary location on your computer
2. Open the *application/config/config.php* file with a text editor and change the value of the `$config['base_url']` variable to that of your website, such as *www.example.com*
3. Configure the database by opening the *application/config/database.php* file, and filling it with the appropriate information
4. Upload the *Firefolio-x.x.x* folder to your server
5. Configure your server's web root such that it points to the *public* folder
6. Navigate to *your.base.url/install.php* using your web browser

Note that you can't install Firefolio if there are tables in the database already, or if you've already got a version of Firefolio installed on your server.

#### Automatic

Automatic installation via a script is planned, but not currently supported.

## 1.2 Tutorial

### 1.2.1 Tutorial Introduction

Firefolio was designed to be as simple and straightforward to use as possible, but sometimes it's nice to be properly introduced. As such, I've included this tutorial to make you aware of Firefolio's basic functionality, so that you can go on to build the best portfolio you can with it.

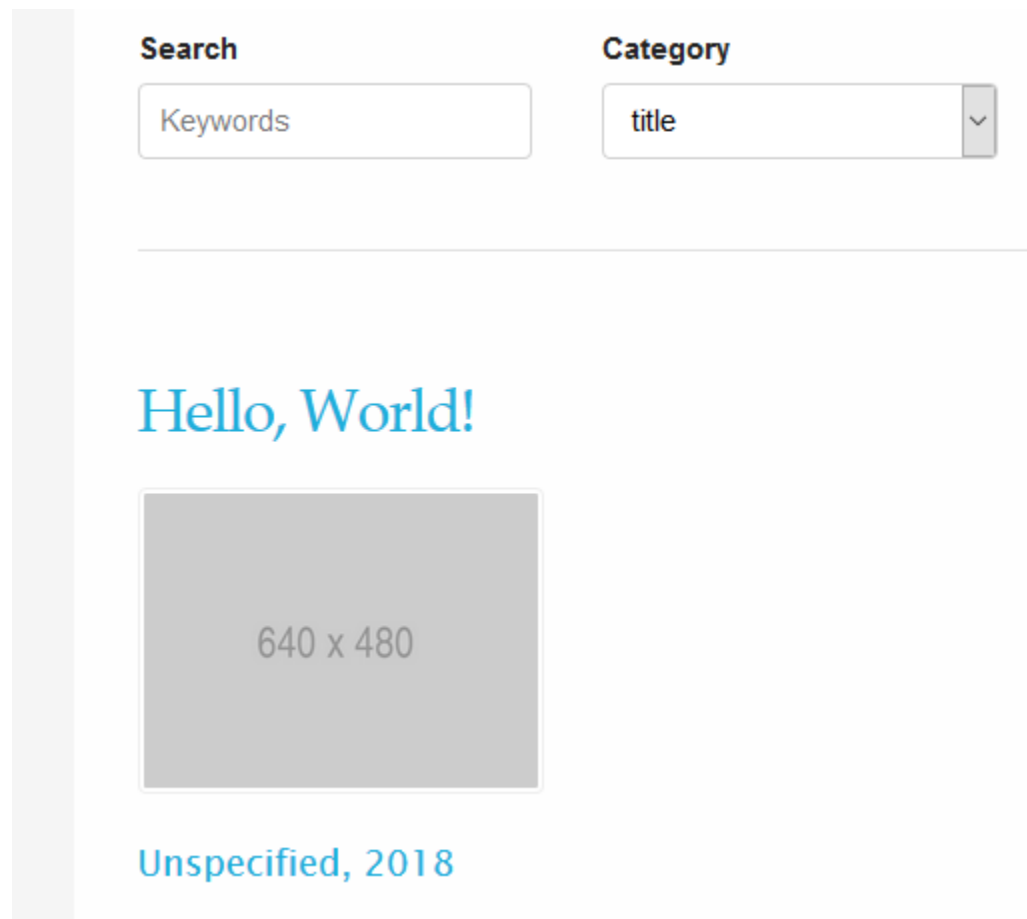
It makes the following assumptions:

- You already have a publically available web server with Firefolio installed
- You have some knowledge of content management software, web browsers and computers in general

It shouldn't take too long to read and should help you a lot in the long run. Without further ado, let's begin!

### Your First Project

When you first install Firefolio onto your web server, you'll be given a single project that's been put on your portfolio by default. It looks a little something like this:

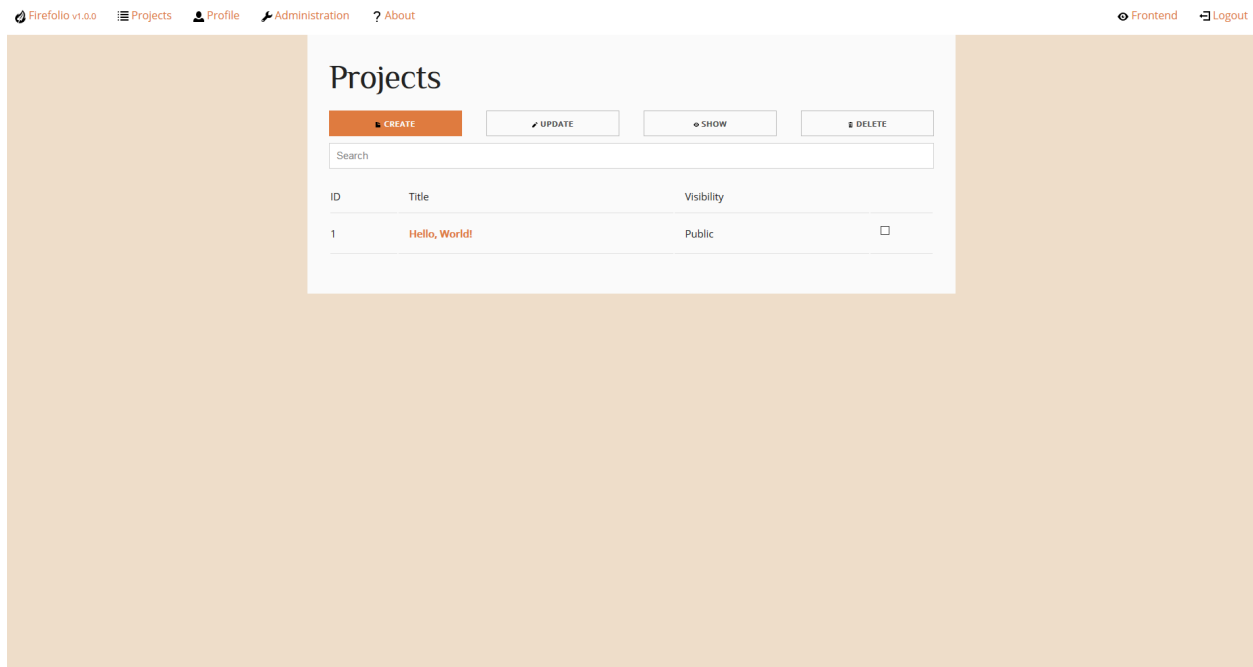


which isn't something you'd want an employer to see, but it makes a good example. You can click on its thumbnail to be given more information about it, like its name, when it was released, and what it looks like.

In this step of the tutorial, I'm going to teach you how to edit this first project to turn it into something a little more presentable.

## Authentication

First, you'll want to login to Firefolio. You can do that by clicking on the link at the bottom of the page. Type in your username and password and submit the form. If your credentials are correct, you'll be sent to the backend:



What you're looking at is the main project view. This shows you a list of all the projects currently in your portfolio; their ID, their title and whether someone who's not logged in can see them. There are also a number of buttons here for creating new projects and the like, but we're not going to worry about them for now.

Right now, all we want to do is to edit the placeholder project. The easiest way to do that is to click on its title. Once you'll do that, you'll be brought to this menu:

**Update Hello, World!**

Information | Screenshots | Hyperlinks

**Title\***  
Hello, World!

**Subtitle**

**Description (Code)**  
This is your first project. Keep it, edit it or throw it away.

**Description (Preview)**  
This is your first project. Keep it, edit it or throw it away.

**Thumbnail**  
<https://via.placeholder.com/640x480>

**Trailer**

**Language**

**Release Date**  
2018-06-11

**Purpose**

Visibility Status

## Lace Invaders (Preparation)

Before you start fill in all of the various forms on this page, it's best to think of a software project you've worked on that you'd like to replace it with. This can be anything, but for the sake of this tutorial, let's say that you worked on a game called "Lace Invaders", about tying the shoes of invading aliens, and you'd like to show it off. How do you do that?

In order to get your employer to care about "Lace Invaders" you'll first need to gather some information on it. Normally, this would involve racking your brain to remember who else worked on it, what programming language it used, and digging up the executable in order to take some screenshots and videos from it being played and so-on.

The good thing about "Lace Invaders" however, is that it doesn't exist. This means I get to make up all of the information for you:

Title	Lace Invaders
Subtitle	Arcade shoelace shooter
Thumbnail	<a href="https://via.example.com/640x480">https://via.example.com/640x480</a>
Trailer	<a href="https://youtu.be/dQw4w9WgXcQ">https://youtu.be/dQw4w9WgXcQ</a>
Screenshot	<a href="https://i.imgur.com/JgosWT8.png">https://i.imgur.com/JgosWT8.png</a>
Language	C++
Status	Released
Purpose	Individual Project (Game)
Release Date	2018-06-13
Official Website	<a href="http://itsseajay.github.io/lace-invaders">http://itsseajay.github.io/lace-invaders</a>

## Updating Projects

Now that we've got all of the required information, we can now use it to fill in the main form. Note that trailer, thumbnail and screenshot(s) for "Lace Invaders" are given as external hyperlinks. As of release version 1.0.0 there



isn't any kind of upload functionality within Firefolio itself. In order to add images and videos, you'll need to upload them to the server directly through FTP, or have them hosted through an external service elsewhere on the internet.

Proceed to fill in each field with the appropriate information above. As you do so, it might be a good idea for you to occasionally click the "save" button near the bottom left of the page, which updates its information asynchronously without you having to navigate away. There's also a keyboard shortcut for this; on a Windows computer, you can push the `Ctrl + S` keys to save, or `Cmd + S` on a Mac.

When you've finished, click the "finish" button. After a short wait, you'll be taken back to the projects menu. If you've followed the steps correctly, the title of the example projects should have changed:



ID	Title
1	Lace Invaders

Make sure to navigate to the frontend and check out your renewed project!



## CHAPTER 2

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### Indices and Tables

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- `genindex`
- `modindex`
- `search`